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Dave Perry on **GAMES MASTER** *(TV SHOW)*

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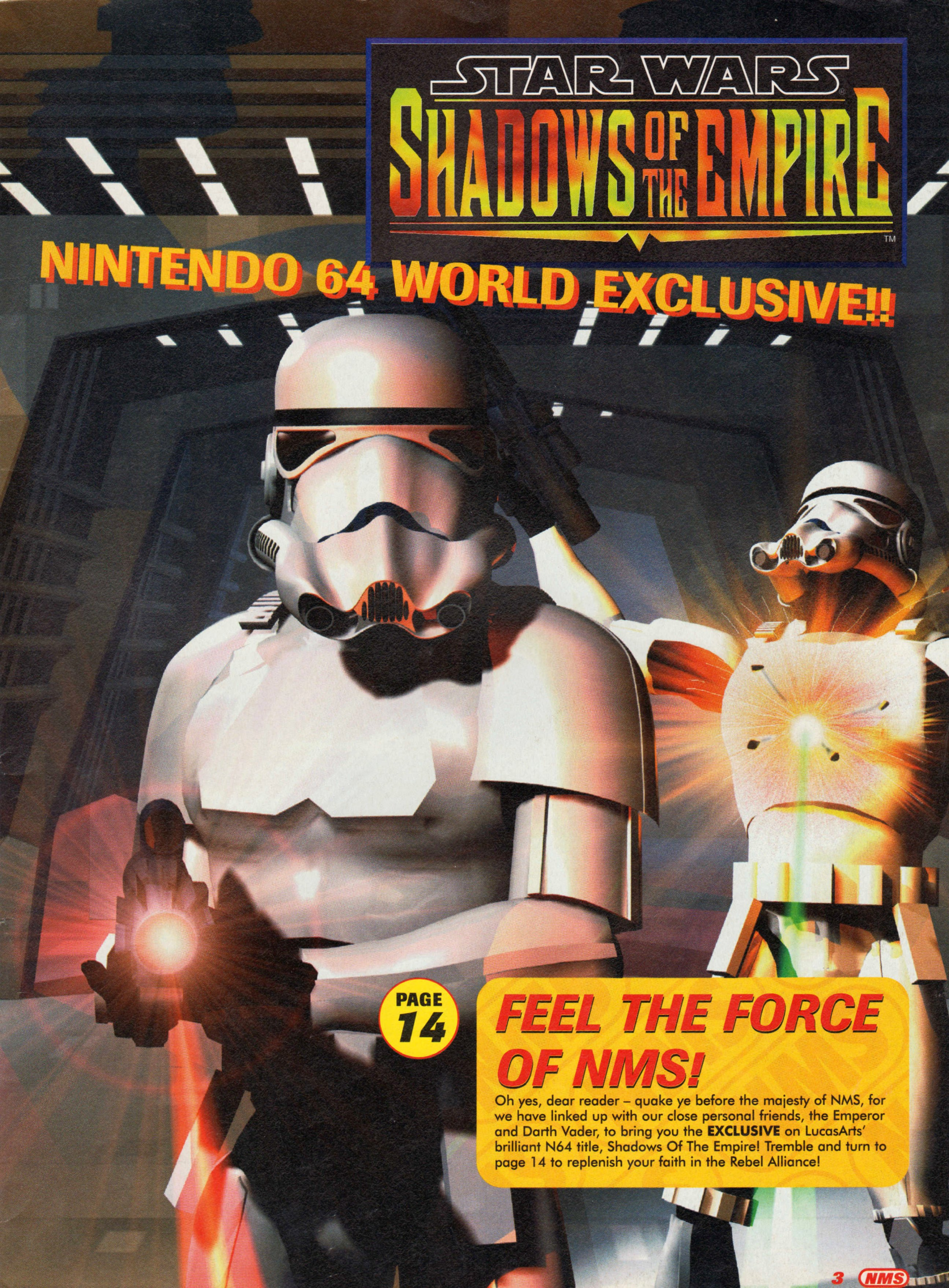

PAGE 14

FEEL THE FORCE OF NMS!

Oh yes, dear reader – quake ye before the majesty of NMS, for we have linked up with our close personal friends, the Emperor and Darth Vader, to bring you the **EXCLUSIVE** on LucasArts' brilliant N64 title, Shadows Of The Empire! Tremble and turn to page 14 to replenish your faith in the Rebel Alliance!

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KILLER INSTINCT 2

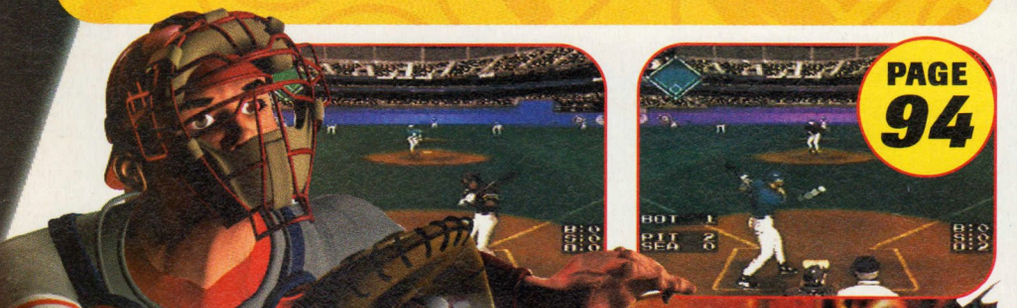
KILL ME AGAIN!!

You got the very first shots in NMS, you also got the very first preview within the hallowed pages of NMS, so it rather goes without saying that we'd bring you the first FULL review of Rare's second Killer Instinct coin-up encounter.
PLUS! Start waggling those pad-fingers, 'cos we've got the full SP on all the characters' new moves! Hands off pads and turn forthwith to page 32 before someone outguns you in the combos department!

KEN GRIFFEY JR'S WINNING RUN

RARE COVER ALL FOUR BASES!

Ha! Bet you didn't know that Rare were developing a baseball game, did you? Well we did, and thanks to our mates at Fort Rare we've an EXCLUSIVE first look at their Big Hurt rival. Pass first base and make a home-run to page 94 to be among the first to discover if Rare's talents extend to the world of sport!



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PAGE 48

FINAL FIGHT 3

IN THE RED CORNER!!

Marubeni kick-ass in this, the third beefy instalment of the Final Fight saga. So, lace up your gloves, slip into your muscle-vest and spar your way to page 48 for 12 rounds of punch-tastic action!

GUIDES TO DIE FOR!

TORRENT OF TIPS!!

Phew! if last month's tips caused an overload in your minds, then hold onto your pads 'cos this month's gonna blow you to pieces! We head ever onwards into the krazy world of the Kong family, conclude our slithery guide around the bizarre lands of Earthworm Jim and also finally get Baby Mario back home courtesy of the friendly Yoshis.

PAGE 42

BREATH OF FIRE 2

RING OF FIRE!!

We've been quite lucky of late in the RPG department, what with Secret Of Mana 3 and Secret of Evermore. Well, thanks to Marubeni our lucky rabbit's foot has worked again as we bring you a massive 6-page review of Capcom's Breath of Fire! Pick up thy halbard, don thine armour and make haste to the monster-infested page 42!

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NEWS NETWORK

THAT SHOCK N64 DELAY EXPLAINED!

Last month we were the first to reveal the sad news about the delays in the US and UK launches of the Nintendo 64. Here we reprint that shock announcement in full with explanations of what it all means, as well as some comments from the US and UK punters about what they think...

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Basically Nintendo has realised that interest is so strong that a simultaneous release would be impossible because of the demand in Japan alone. While we're all disappointed with the delay, the Japanese market is the most important globally, and Nintendo's strong position there will have an important effect on the machine's future in the UK. Incidentally, 'late Fall' translates to late October/November.

A letter from Peter Main, Executive Vice President:

January 31st, 1996

In the 60 days since **NINTENDO 64** was unveiled at the Shoshinkai Trade Show in Japan, it has received an overwhelming amount of positive world-wide attention from the media, the trade, financial analysts and, most importantly, video game players themselves. Although the product has yet to be officially demonstrated outside of Japan, I wanted to take a moment to bring you up to date on news made since the show.

LAUNCH DATE

At the show, we announced a simultaneous US and European roll-out at the end of April, within days of the scheduled Japan launch. Since then, the realities of attempting to pull off such an enormous, virtually-simultaneous marketing feat have caused us to reconsider.

Before the Shoshinkai show, the Japanese publication Family Computer Magazine, published by Tokuma Publishing, polled Japanese software licensees on their sales expectations for N64 in that country within the first 12 months of availability. Sixty-three percent said unit sales would fall below three million; and 37% predicted sales of three million or more.

After the show, having seen N64 in action, an identical question was put to the licensees by Takarajimashi Publications. Predictions for three million-plus units the first year suddenly jumped to 65%.

We were greatly gratified (and more than a little overwhelmed) with the predictions: according to those who know the market best, N64 in Japan alone in one year would easily exceed all worldwide sales to date for Sony's Playstation. At that point, we decided to avoid at all costs, the huge problems that the video game industry encountered in 1995 when the US and other markets failed to receive full product or marketing support behind either the Saturn or Playstation launches.

Consequently, while the Japan launch is still set for April 21st, the North American launch will now take place on September 30th, with Europe to follow in late Fall.

So, it's time to forget that you ever heard the name 'Ultra'! To be absolutely honest though we prefer Ultra, it's a wise move to give the new super console the same name worldwide, merely to avoid confusion.

NAME/LOGO

In order to further streamline production and to build equity for one world-wide product, Nintendo has now decided to adopt a single name, logo and distinctive hardware design for all markets. The product will be known as Nintendo 64, and the distinctive new logo that you see in the attached ad which will run in USA Today February 2, will soon be recognised in countries around the world, as the new standard for video game excellence.

Good! It seems that the N64 is still on course for a UK price of around £200, and the software will be no more expensive than that for current Super NES titles.

PRICING

I am pleased to confirm that we are still planning, as originally announced, to offer the **NINTENDO 64** hardware with a manufacturer's suggested retail price of under $250. Software for **NINTENDO 64** is still planned to carry a MSRP consistent with the price range of current best-selling new 16-bit Super NES releases.

WRITABLE DISK DRIVE UNIT
While **NINTENDO 64** will be introduced, as originally planned, with games on semi-conductor Read-Only memory cartridges, the President of Nintendo Co., Ltd, Mr Yamauchi, formally announced at Shoshinkai the ongoing development of a mass storage device which will allow game players to "write to" or customize the games they're playing. This writable disk drive unit will be attached to the bottom of the N64 console, with magnetic disks front-loaded into the unit. As a further expansion to the N64 system, the writable disk drive unit will be bundled with a 1 or 2 megabyte expansion RAM pack, which the game player can install into the N64's main system memory which is benificial to both the magnetic disks and cartridges.

This additional RAM will allow developers to create bigger and more detailed 3D worlds, as well as even more advanced gameplay.

The N64's initial game distribution medium, the cartridge, uses Read-Only memory. CD-ROM is also a Read-Only memory medium. Our purpose for providing the writable disk unit is to capitalize on the **WRITABLE** feature of this media to give game players a new gaming experience that players have never encountered with semiconductor's fast access speed and never-before-experienced games using the virtue of writable magnetic disks. The two will be very complimentary.
The magnetic disks will measure 3.75" and will hold 64 megabytes of data or approximately 16 times the data contained in the Super NES Donkey Kong Country cartridge. The performance standards for this type of product are measured as Average Seek Time (AST) and Data Transfer Rate (DTR). The AST for the **NINTENDO** disk drive unit will be 150 ms or almost twice as fast as existing standards for either Playstation or Saturn. The DTR is MB/s or more than triple the speed of the competing products.

The AST rate and DTR rate number simply relate to how long it takes the N64 to find information on the disk and to then utilise that information. Basically, the higher the number, the smaller the chance of annoying delays in the gameplay.

Although the manufacturer's suggested retail price is not yet set, we are intent on positioning it as a system expansion; in other words, significantly less expensive than the unit on which it plays.

In other words, the mass storage device wil cost substantially less than the N64.

This breakthrough expansion unit is scheduled to be unveiled in late in Japan. We believe that it will deliver an equally-impressive technological advantage as that which the N64 will enjoy over competing. As previously announced, the raw operating speed of N64, or the CPU clock speed, is an incredible 94 Mhz versus only 34 Mhz for Playstation and 28 Mhz for Saturn.

This means that the Nintendo 64 will be approximately three times faster than all its doddery 32-bit counterparts.

SOFTWARE
Obviously this is the single most important part of the equation. All the technical data in the world about hardware superiority, won't be the answer with this next generation of video gaming.
The key is to ensure that all the software for **NINTENDO 64** truly delivers a quantum leap in total gameplay value over anything currently experienced on any dedicated gaming machine or personal computer. Based upon the incredible reaction to the stunning Super Mario 64 game at the Shoshinkai Show, from retailers, developers, media and games players of all ages, we're obviously on the right track.
From the start, it has not been our intent to rush as many titles as possible to the market. That's because we want to ensure that each title we release for the system is capable of surpassing any prior video game experience. The games currently under development by our 17 hand-picked Nintendo second- and third-party developers, plus the impressive Nintendo titles from our in-house development teams, will be the true testimony to this promise. The plan is to introduce 8-12 of these spectacular titles to the North American market in 1996.
I am pleased to be able to provide you with this important update on **NINTENDO 64**, and look forward to providing you with further details over the weeks ahead.
The full unveiling of **NINTENDO 64**: the next generation of video gaming, will take place at the E3 show May 16-18 in Los Angeles.

Yours sincerely,

Peter Main,
Executive Vice President,
Sales and Marketing.

THE WAITING MASSES SPEAK...

Having read the news concerning the N64, we thought we'd head into the macro-universe, traverse inner space and scan the information superhighways in search of your responses. So we sat in front of a home computer with a modem and pressed some buttons, our quest: to find out what our counterparts across the Atlantic make of the news and how they're coping. Here's a selection...

FROM ACROSS THE BIG POND...

"It's nice to have a firm date to go by... and I don't like the idea buying a cart that has been rushed or cut to reach a launch window."

"I have nearly all the systems. I can't wait for the Nintendo 64 , and so I will get the Japanese one."

Of course, NMS will be there to bring you a full show report in our July Issue.

"I think it's about time people stepped into the real world! The April release was never possible, ever. But this way we get the best there is in home entertainment."

"I believe that the delay won't hurt Nintendo as much as people think. I came from Taiwan, and I remember that the Super NES was supposed to come out sometime in 1989. It ended up delayed by two years, but that didn't seem to hurt Nintendo!"

"Although I'm rather disappointed, I think it's the best marketing move that Nintendo could have made."

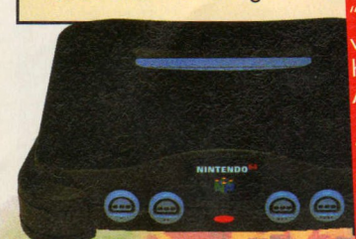
"I'll still be there, ready to buy. I don't believe anyone competes with Nintendo. They have a proven track record that speaks for itself."

MEANWHILE, BACK IN BLIGHTY...

"It's not very fair. I wish they'd release it all at one time around the world, but I'm going to wait though."

"I think the delay is good to be honest. At the moment we've got the Playstation and the Saturn, so there's a huge avalanche of new machinery around. But by Autumn I think the market will need a fresh face."

"I'm a little disappointed Nintendo said that it'd come out in April and now it's September. I know everyone kind of predicted that it'd get delayed - but I'll still wait 'cos it'll be worth it"



TOM CRUISE JOINS THE DREAM TEAM!

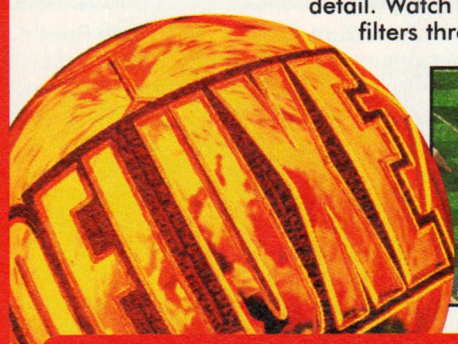
Happy-happy, joy-joy – Ocean has become a privileged member of Nintendo's Dream Team! The Manchester-based softco has agreed to produce a game based on the forthcoming Mission: Impossible film – and it'll be totally exclusive to the Nintendo 64 super console. This eagerly-anticipated Paramount Pictures movie is an updating of the classic 60s' TV series (currently being repeated on Channel 4 at Sunday lunchtime) and stars Hollywood heart-throb Tom 'Top Gun' Cruise and is directed by Brian 'The Untouchables' De Palma.

If you've seen the film's trailer at the pictures recently you'll know that it looks blummin' awesome, and the game promises to capture all that high-tech spying excitement through its combination of thrilling arcade action and brain-busting puzzles. Ocean claims that the game will make full use of the N64's advanced hardware, and will feature interactive 3D environments, 360° character mobility and dramatic 'floating' cameras. According to Howard Lincoln, Chairman of Nintendo Of America: "Mission: Impossible will deliver the type of breakthrough gameplay available only on Nintendo 64. Ocean's renowned video game development talent and the strength of such an exciting Paramount property is the absolute right mix to create a blockbuster title for our new 64-bit system. We want players to experience the best." And Ray Musci, President of Ocean Of America, had this to add: "Nintendo's new hardware platform is technically and graphically superior to any machine currently on the market. We'll be able to take complete advantage of its revolutionary capabilities with Mission: Impossible, fully immersing players in a world of real-time 3D animation and international espionage."

There's no firm release date currently set for Mission: Impossible, but keep tuned for more info in the near future.

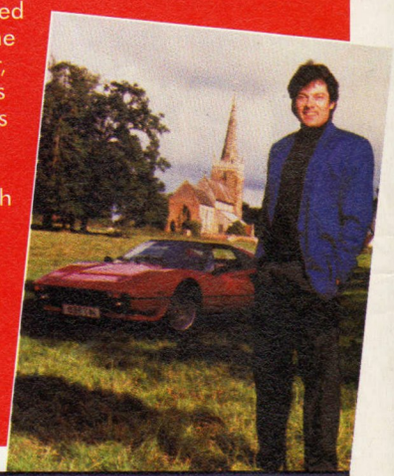
INTERNATIONAL SUPERSTAR 64?

Following the tremendous success of Konami's International Superstar Soccer and its enhanced stablemate, ISS Deluxe (rated 97% in NMS #37), rumours are currently being kicked around the park that work is in progress on a Nintendo 64 version of this excellent football title. While Konami, like every other Nintendo 64 developer, will neither confirm or deny this rumour, it would seem the natural progression in their relationship with Nintendo. More importantly to us gamers is the prospect of coupling the N64's amazing 3D capabilities with ISS's playability and attention to detail. Watch this space for more news as it filters through the gamesvine.



ARCHER HITS BULLSEYE WITH VIRGIN

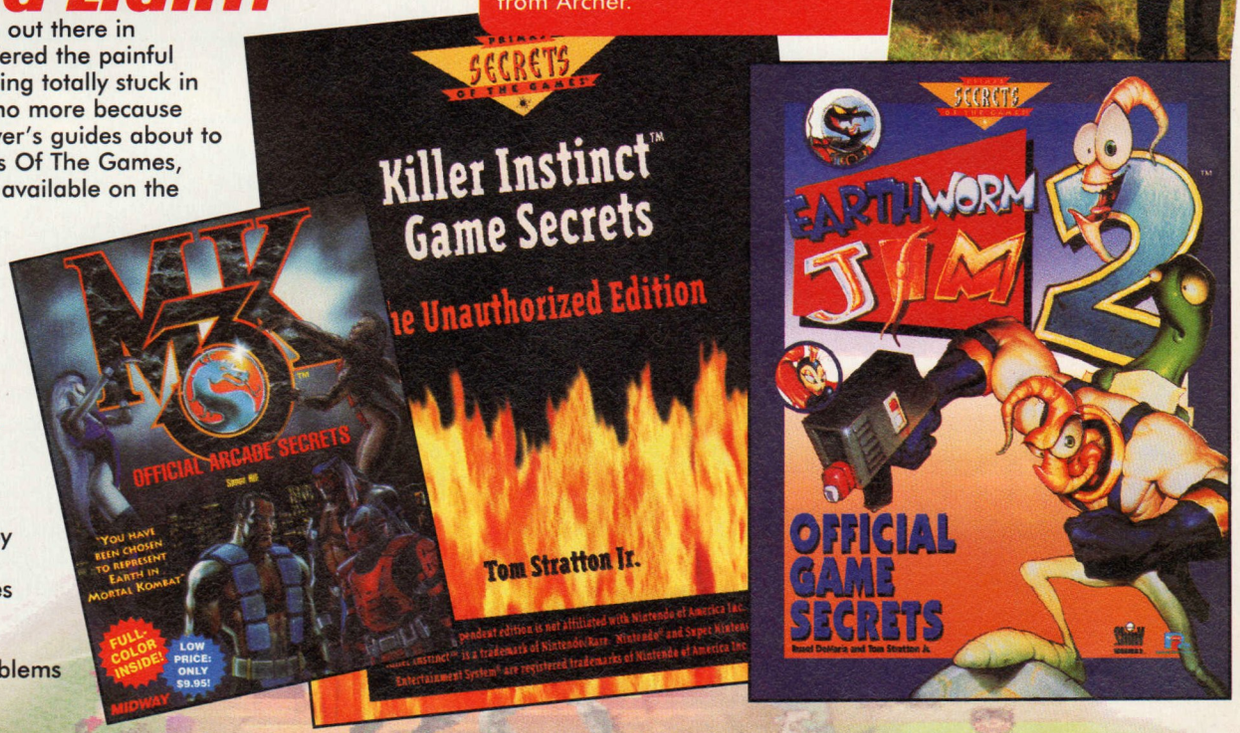
Virgin has revealed that it has signed up the programming talents of none other than Archer MacLean. Archer, who received critical acclaim for his multi-format pool and snooker sims (see, kids – you can have a fruitful existence from hanging around poolhalls), has decided to relinquish his solo status to head up his own development team, Awesome Titles. Awesome are committed solely to next-gen projects, and as Virgin are part of the 'Dream Team' it seems likely that we can expect some hot stuff for the N64 from Archer.



A GUIDING LIGHT!

There can't be many of you out there in gamesville that haven't suffered the painful agony and frustration of being totally stuck in your fave game. Well, fret no more because there's a new range of player's guides about to hit our shores called Secrets Of The Games, which were previously only available on the other side of the Atlantic. Boxtree will be publishing this veritable library of Super NES guides that'll prove invaluable to players. Titles set to help ailing gamers are Donkey Kong Country 2: Diddy's Kong Quest, Killer Instinct, Super Mario World 2: Yoshi's Island, Super Metroid, Earthworm Jim and Mortal Kombat 3. Those afflicted by this dreaded illness should check out their games stores and bookshops now for an immediate cure.

The solution to all your problems for under a tenner!



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WHO SEZ? YOU SEZ!

WHO SEZ? YOU SEZ!

Vote in the 1996 Golden Joystick Awards – and win a free subscription to NMS!

Every year EMAP Images, the company which publishes NMS, holds the prestigious Golden Joystick Awards ceremony at a posh hotel in London somewhere. It's widely regarded by many in the games industry as the most important awards ceremony of them all, because the winners in each category are voted for by the readers of EMAP Images' magazines, i.e. you, the people who actually go out and buy the games. This year's ceremony is due to take place in May, which means that it's time for us to ask you out there to vote for your favourite games of the last year. And to help sweeten the pill, we've got FREE subscriptions to NMS to give away to ten lucky readers! All you've got to do is write your nominations in the spaces provided below (in brackets we've given you some suggestions to get you thinking along the right lines), cut out the form (or a photocopy) and then send it to us at:

Golden Joystick Awards,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

Your nominations must reach us by the 19th of April, when the ten subscription winners will be drawn from a hat. Good luck, and thanks for your help.

(1) Best Console Advertisement:.....
(Earthworm Jim 2 billboard ads, Doom billboard ads, "You Can't Buy This!" NU64 ads)

(2) Best Handheld Game:.....
(Killer Instinct, Donkey Kong Land, Arcade Classic series)

(3) Best Licensed 16-Bit Console Game:.....
(Mortal Kombat 3, The Mask, FIFA '96, Micro Machines 2, Batman Forever, NBA Live '96)

(4) Best Original 16-Bit Console Game:.....
(Killer Instinct, Diddy's Kong Quest, Yoshi's Island, Earthworm Jim 2, Zoop)

(5) 16-Bit Console Game Of The Year:.....
(Killer Instinct, Diddy's Kong Quest, Yoshi's Island, Earthworm Jim 2, Doom)

(6) Best Console Developer Of The Year:.....
(Rare, Nintendo, Shiny Entertainment, Electronic Arts, Ocean)

(7) Software House Of The Year:.....
(Nintendo, Virgin, Electronic Arts, Ocean, T•HQ)

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Age:.....

THE PRICE IS RIGHT

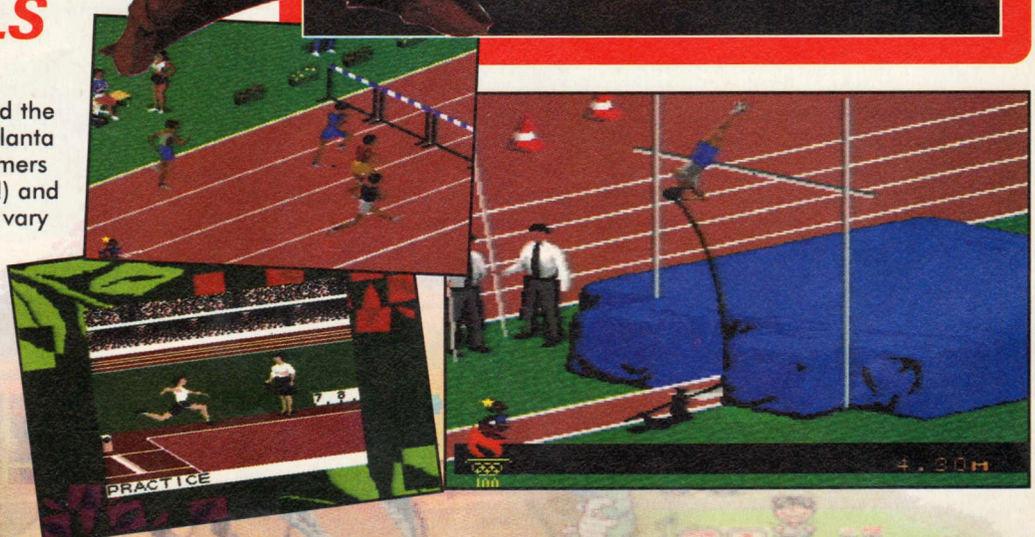
Following on from last month's report that Nintendo's 16-bit games would be subject to some serious price cuts to make way for the Nintendo 64's games, THE Games have announced some serious pocket money savers. Killer Instinct is being scythed by £30 from £59.99 to the bargain basement price of £29. Meanwhile, classics like Super Punch Out, Illusion Of Time and Super Metroid have all tumbled below the £20 mark. And in a 'Supermarket Sweep'-type trolley dash, THE also revealed that eight of its GameBoy titles, including Dr Mario and Mario & Yoshi, would come under the price-busting hammer, each falling to as little as £9.99.

SQUARE NO FAIR!!

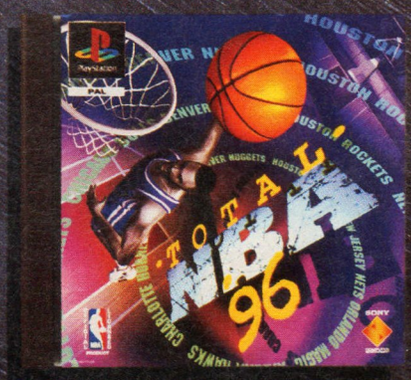
In a shock move Squaresoft has announced that Super Mario RPG will be its last title for the Super NES. Square, which has produced some of the Super NES's most interesting software, has decided to abdicate its 16-bit throne and spread its role-playing wings into other areas. However, while Square have announced that there will be no more Super NES product, they have a very special relationship with Nintendo (selling over nine million games worldwide) and the general feeling is that they'll only be updating existing product for other platforms, while developing totally original product for the N64.

OLYMPIAN IDEALS HIT SUPER NES!!

TH•Q have just revealed that they've captured the exclusive rights for the game licence to the Atlanta Summer Olympics. Set for release in May, gamers can go for gold (but not in a Henry Kelly way!) and set new records over ten different events that vary from the most popular track & field, through to slightly more minority sports like archery. Gamers will be able to enjoy play from various angles and even plug-in the multi-tap for four-player thrills if they get bored of competing against the 32 nations included! And it's good news for handheld owners too, 'cos a GameBoy version should be sprinting for the line at a similar time! Look out for a full preview next month!

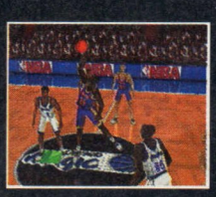


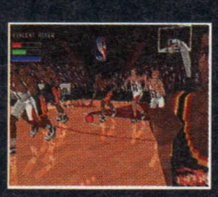
OVER YOUR SHOULDER THROUGH YOUR LEGS IN YOUR FACE



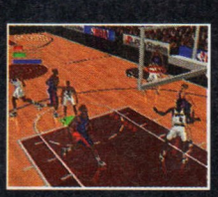
"Total NBA is one of the best games to appear on the Playstation machine so far, if you don't buy it you will be laughed at by small children on the street." — Game Pro.

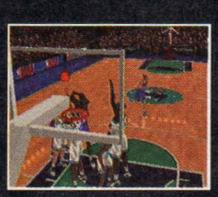
SONY COMPUTER ENTERTAINMENT





OFFICIAL NBA LICENSED PRODUCT





PlayStation™

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FRENCH BLISS!

After a quiet year, Titus is back following a healthy injection of cash from its French parent company – and the good news is its brought a load of new Super NES and Game Boy games with it! Some of these titles, like Prehistorik Man, Ninja Warriors, Wild Guns and Ardy Lightfoot, you may have already read about because they were supposed to be launched last year, but others, including Power Piggs (a weird but fun platform romp starring sword-swishing swine) and Sink Or Swim (an sort of arcade puzzle game, in which you have to rush around saving passengers on a sinking ship), will be brand new. Stay tuned for more news and (hopefully) some previews next month.

CLASSIC ATTACK!

Good news for Game Boy owners this month as T•HQ announced the forthcoming release of its own arcade classics double-pack. Up for the conversion treatment from arcade to handheld this time are Battlezone, the classic Atari wireframe tank title, and one of the most popular games of all time, Breakout. At the moment there's no information as to whether the cart will feature enhancements for the Super Gameboy, but this bundle pack seems as though it's going to be an essential purchase for the £17.99 asking price.

COMPO WINNERS... COMPO WINNERS... COMPO

Right, it's time to well and truly put you out of your misery as we announce the lucky blighters who've won the compos in NMS #40...

KI T-SHIRTS

Congratulations to Nathan Denial from Sheffield and Peter Simpson from Shepton Mallet, 'cos they're the two jammy fellahs who've won a special Rare KI T-shirts. (Please note, the models don't come as part of the package!)

PHANTOM 2040

And here's the names of the lucky people who've won a copy of Phantom 2040: Alex Jones, Rochester; Chris Wood, Poynton; Adam Richmond, Streetly; Charlotte Forbes, Aberdeen; William Allen, Leicester; Peter Buckley, High Wycombe; Graham Cannon, Glasgow; Stephen Scragg, Bury St Edmunds; Sean Vicors, Bounds Green; H. Bird, Oldbury.

YOSHI'S ISLAND

This little lot can forget seeing any of their friends for a while because they've each won a copy of the fantastic Yoshi's Island: Alan Boyd, Langs; Lucy Shipton, Hoddesdon; M. Haynes Locks Heath; Darren Hand, Co. Cavan; Sharon Rolfe, Maidstone; P. Smith, Bournemouth; Billy Garlie, Catford; Susie Coltrane, Swadlincote; Neil Harvey, Binfield; Richard Myers, Yarm.

L.S.D.
know the score

L.S.D. works on the brain. You can't turn the effects off once they've started, which is hell if it's a bad trip because it can last for up to twelve hours.

You can have flashbacks without warning years after. These can be nightmarish even if the original trip wasn't.

You may see things that aren't really there and it can permanently affect your eyesight.

Take just a tiny amount and L.S.D. can trigger off serious mental illness. L.S.D. is bad news, you don't need it to have a good time.

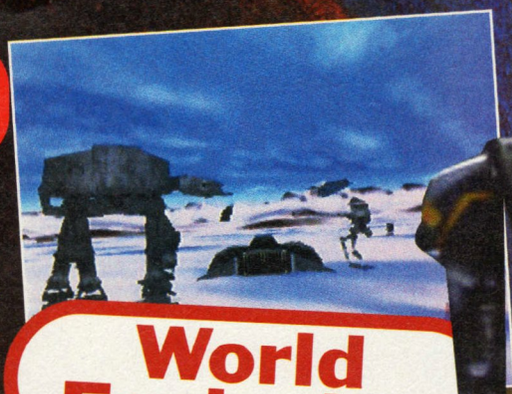
You may hear, feel and taste things that aren't really there.

national drugs helpline
0800 77 66 00

If you'd like more information or a talk, call us free and in confidence. Your call won't show on the bill.

SPECIAL FEATURE

Exclusives don't get much hotter than this. Yes, in a complete and utter World Exclusive, LucasArts invited NMS over to California, opened the door marked 'Top Secret' and let us take a peek behind the scenes of the creation of one of the Nintendo 64's most eagerly-awaited games, Star Wars: Shadows Of The Empire. You want this, don't you...?



World Exclusive®

STAR WARS® SHADOWS OF THE EMPIRE™

THE N64 STRIKES BACK WITH AN AWESOME

(LEFT) The hero encounters a sentry droid deep inside an Imperial base. Although these first-person sections are obviously inspired by Doom, the use of 'solid' 3D foes means they look far more impressive and realistic!

(LEFT) An in-game shot of another of SOTE's many robotic enemies. Note the light reflecting off the shiny armour!

SPACE EPIC!!

The Shadows Of The Empire development team at LucasArts has come out of the shadows at last. In fact, you can almost hear the sigh of relief when you enter the HQ of LucasArts in San Rafael, California. For nearly two years a group of programmers, designers, animators and artists has laboured in a virtual black hole on one of the first – and arguably most anticipated – Nintendo 64 titles. But now, at last, the curtain is up and the Shadows team is ready to proudly display its amazing accomplishments.

INSIDE THE BLACK HOLE...

It wasn't easy working in a black hole. Initially, the team members began designing the game with Silicon Graphics Onyx workstations, knowing that the Reality Co-Processor in the Nintendo 64 was based on the chip used in the Onyx. Later, they received a Nintendo 64 emulator, further specs on the machine and the revolutionary controller, but until last year they didn't have the actual development kit.

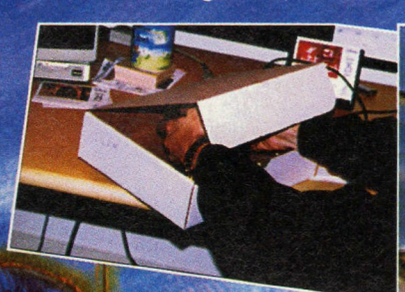
Even so, the team couldn't talk about the project with their colleagues at LucasArts and they couldn't show them their work. They even had to keep their hands and the revolutionary new joypads in a box when they played the game, so that passers-by wouldn't inadvertently see the unit. "We used to tell people that this controller was so unique that you stuck your hands in a box of ooze and it absorbed your thoughts," joked Jon Knoles, the lead artist and one of the guiding lights of Shadows. "Of course, you had to think in Japanese to make it work." Now the boxes are gone and the shadows have dwindled into the background. Here, revealed for the first time in all of its richness, is an adventure in the LucasArts tradition, featuring five different modes of play over 12 levels, an exciting new Star Wars story, but – most importantly of all – a sizzling experience on the Nintendo 64.

THE POWER OF THE N64...

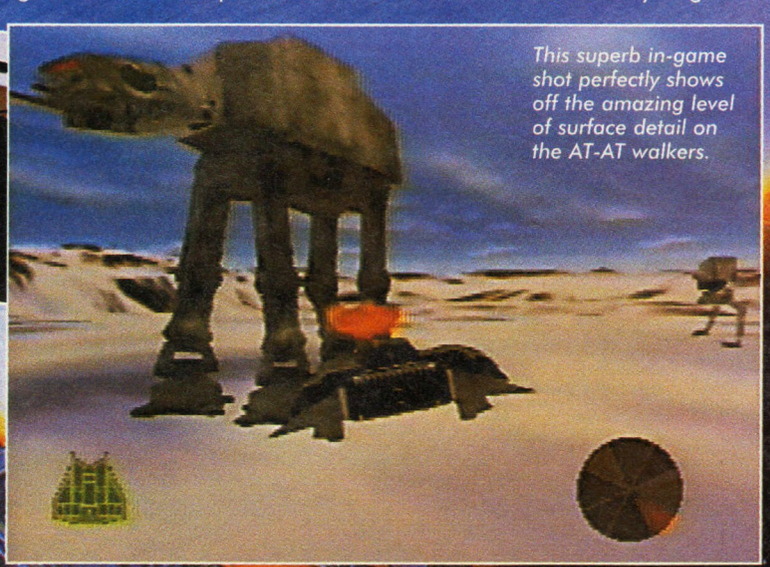
What we saw, at about 50%-70% complete, was an impressive game that takes full advantage of the Nintendo 64's superior 3D capabilities. Some of the catchphrases you'll be hearing in the future with regard to the Nintendo 64 include anti-aliasing, load management, Z-buffering and tri-linear mip map interpolation. These terms may sound technical, but the beauty of the Nintendo 64 is that it carries out all of these resource-consuming graphics functions on its own, so programmers don't have to devote valuable CPU processing time to them.

Eric Johnston, the project's Technical Lead, explained how he used the Z-buffering in order to keep control over the often-complex 3D environments: "In the Hoth battle, we used Z-buffering on all the main objects, such as ships, enemies and droids. What that means is that the walkers, droids and snow speeders all appear where they should in relationship to the rest of the environment from any perspective. The Reality Co-Processor does all this in real time. On other systems, you have to track objects and orient them using software routines that eat up CPU time. That slows down the action on the screen or limits other functions, like how many objects you can use and the detail of the texture mapping."

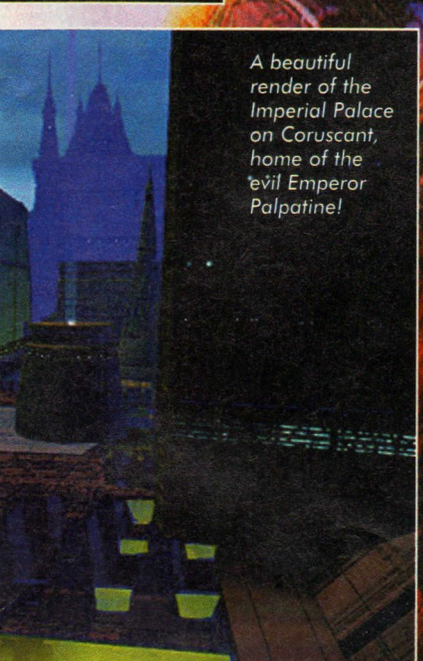
What Z-buffering means for players is that the game world seems as solid and logical as the real world. You can fly around an object and that object will look just as it should from the side or rear or any angle in



(RIGHT) Before Shoshinkai, the team had to keep the N64 controller covered and away from prying eyes!



This superb in-game shot perfectly shows off the amazing level of surface detail on the AT-AT walkers.



A beautiful render of the Imperial Palace on Coruscant, home of the evil Emperor Palpatine!

WHO ARE LUCASARTS?

LucasArts was formed by George Lucas, the creator of the Star Wars movies, as a software-developing spin-off from Lucasfilm, his movie company. Ever since its inception in the early 80s, the company has built up a reputation for producing innovative, highly-polished games, and is probably most famous for its series of top-notch graphic adventures on PC, such as The Secret Of Monkey Island, Indiana Jones And The Fate Of Atlantis, Day Of The Tentacle and Full Throttle. It's also created some top Star Wars tie-ins, including X-Wing, Rebel Assault and Dark Forces.

(ABOVE) Mark Haigh-Hutchinson once programmed on the Sinclair computer. Now he uses SGIs!

(ABOVE) Eric Johnston, Technical Lead, hammers in the data for an Imperial starship.

Cover image by Roger Harris. Feature illustration by Drew Struzon from the cover of the forthcoming Star Wars® novel Shadows Of The Empire by Steve Perry, published in Bantam Press hardback on 9th May 1996. ®, ™ and © 1996 Lucasfilm Ltd. All rights reserved. Used under authorization.

between, and all the objects that appear in the background are in the right places, too. The tri-linear mip map interpolation feature of the Reality Co-Processor also helps out by keeping detailed texture maps looking sharp and unblocky, even at extremely close range, while other functions keep texture maps proportioned and angled correctly so that surfaces look natural, not stretched or warped as is often the case on other video game systems. There's also an anti-aliasing feature which helps reduce the jagged look of angled lines drawn on the screen, so that polygon objects seem sharp no matter how they are positioned.

However, one of the best things about the Reality Co-Processor is its load management feature, which keeps in view distant objects that, on other systems, pop on or off depending on how close they are to the viewer. Thus the Nintendo 64 doesn't suffer from any clipping problems. "You don't have objects suddenly appearing where there was nothing before," explained Mark Haigh-Hutchinson, the Project Leader and Senior Programmer. "It's particularly impressive in stages like our race through Tatooine on speeder bikes. This is one of the most crowded areas I've ever seen in a video game, but you don't have any popping. Every building and object is there in the distance, growing larger as you approach." The programmers at LucasArts, including Eric and Mark, told us that the Nintendo 64 increases the speed and raises the quality of the games to a whole new level. It's going to have the rest of games industry playing catch-up.

AN ICY BLAST!

In keeping with the style of all the previous Star Wars games released for the 16-bit Super NES, Shadows Of The Empire packs in five very different modes of play. In the beginning of the game, you fly a snow speeder over the frozen terrain of Hoth while Imperial walkers and droids fill the air with laser blasts. This hyper-realistic flight simulation offers full 360° freedom within a basin of about two miles circumference, but it isn't unlimited as in LucasArts' TIE Fighter. "We want to keep players on the path of fun," explained Jon. "If you try to fly over the mountains, the game nudges you back toward the basin. But within this arena, you have total freedom of movement."

As we learned from play testing the stage, you have so much freedom that you can have a blast just flying the speeder, dodging the laser shots and ducking between the legs of giant AT-AT walkers. The level of graphic detail extends to the animation of speeder's wing flaps as you bank or brake, and the sounds of both the speeders and the walkers were taken directly from the movie, The Empire Strikes Back. The impact really gets to you when you blow up an errant probe droid and then fly straight through its rapidly expanding fireball!

RUN AROUND... NOW!

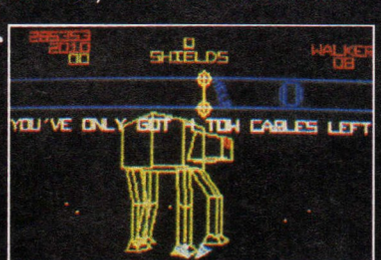
Once you've whet your appetite on Hoth, the game launches into a series of varying action modes. The first-person action mode resembles LucasArts' PC hit, Dark Forces. As the hero of the game, provisionally named Dash Rendor, you must undertake missions in hostile territory, such as inside an Imperial ship. Your perspective can be "in the head," as the team likes to call a first-person view, or behind the shoulder for a wider view that lets you see your character moving in front of you. In addition there are special C-button camera controls, allowing players to choose other views such as side-angles. The detailed graphics used in these stages surpass everything previously done in this genre, including Dark Forces and Doom. But if you gawk overly long at the pretty pictures, you can kiss your Wookie goodbye, because the environments are filled with danger. "The action stages aren't just 2D mazes," explained Mark. "For one thing, they were designed by the Dark Forces team and architectural

HAS LUCASARTS CREATED THE ULTIMATE STAR

THE HOME WAR!

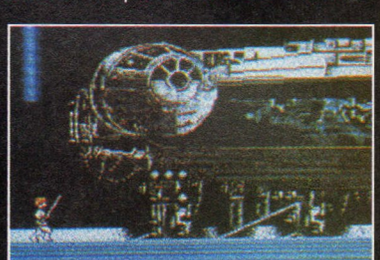
For nearly ten years games developers have been trying to bring the definitive Star Wars experience into the home, and with Shadows Of The Empire it looks like LucasArts has finally succeeded. But what of those that went before? Let's travel back to the past and take a look...

Atari's Star Wars coin-op appeared in the early 80s. Based on the film's climax, it consisted of three stages: dogfighting TIE Fighters in space, shooting towers on the Death Star's surface, and a final flight down the Death Star trench.



This was followed by (surprise) The Empire Strikes Back, a shoot-'em-up in a very similar vein in which you battled probots and AT-AT walkers on the surface of the ice planet Hoth, before heading into space to dodge tumbling asteroids.

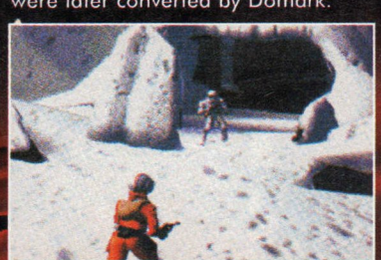
For the Return Of The Jedi game, Atari opted for an isometric-3D view, which took the player through the forest of Endor on a speeder bike and inside the Death Star in the Millenium Falcon. All three coin-ops were later converted by Domark.



Star Wars finally reached the NES in the form of an platform romp, in which you controlled Luke as he ventured from Tatooine to Yavin, battling Stormtroopers along the way. For an 8-bit game it was graphically very impressive.

All three Star Wars movies have had the 16-bit treatment. Each allows you to control a choice of hero as you jump and blast your way thru each level. The odd 3D bit, like this Walker battle from Empire, provided shoot-'em-up breaks.

One of the best Star Wars games yet created is X-Wing, a top (if complex) spaceflight sim in which you get to pilot a choice of Rebel ships in missions against the Empire. This was followed by TIE Fighter, which told the story from the Dark Side.



Rebel Assault, a CD-ROM game, was a gameplay-free (albeit good-looking) shoot-'em-up, where the player ran through rendered scenes shooting anything that moved. Rebel Assault 2 was more of the same, but a bit slicker.

After X-Wing, the best Star Wars game around at the moment is Dark Forces. It's basically 'Doom with Stormtroopers' with a bit of puzzle-solving thrown in. However, unlike SOTE, the enemy are just scaled sprites, not proper 3D objects.

SPECIAL FEATURE

(ABOVE) In the game's latter stages you encounter feared bounty hunter Boba Fett, here shown guarding his odd-looking spaceship, Slave 1. Amazingly, this is a real in-game shot, not a static render.
(BELOW) Another rendered scene showing the Emperor's palace. There are loads of these lushly-produced cutscenes in the game.

VARS GAME?!

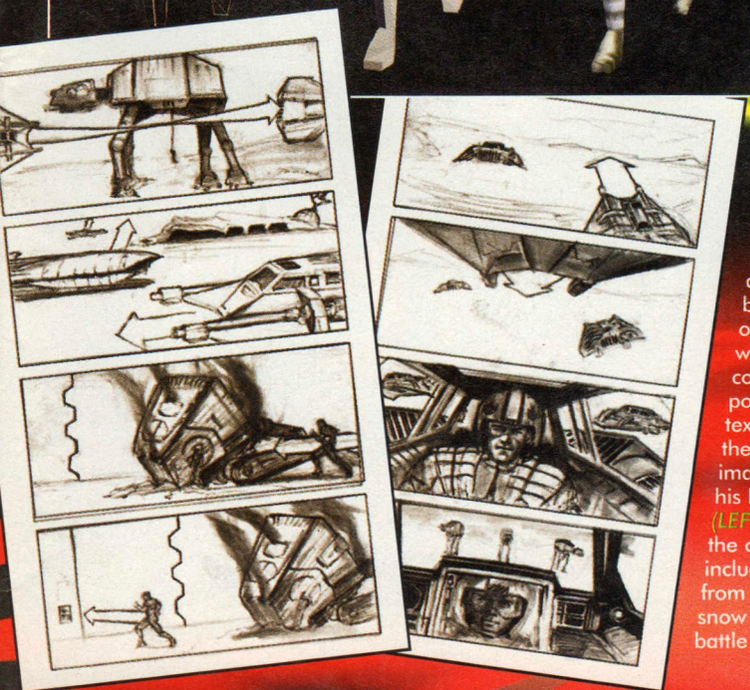
COME TO THE DARK SIDE...

In that same far away galaxy, where Luke, Han and Leia battle the tyranny of the Empire, other characters and organizations also struggle for power, hidden in the shadows of the Imperial throne. We asked Howard Roffman, the Vice President of Licensing at Lucasfilm Ltd, how this new story came together: "We'd been doing extensions of the Star Wars universe in different types of media for several years, including the successful Star Wars novels," explains Howard. "Another significant medium was the comics. With the Dark Horse line of comics, we'd done a lot of spin-off stories based on Star Wars. And LucasArts was making new Star Wars stories in their games all the time. We thought it would be interesting to tie everything together and make it a real event. But the big question was, how do you go about making a story that is special enough to draw people in? To start with, we wanted to go back into the trilogy where familiar characters could be found and where you have the dramatic conflict between the Rebels and the Empire.

"After thinking about it, we decided that it would be very cool to explore this dark underworld of crime, which had been hinted at in the movies. There was already a suggestion that the underworld was in league with the Empire – when Darth Vader hires bounty hunters in The Empire Strikes Back, you can see the relationship is already there. We just expanded on this idea. We gave the crime organization the name Black Sun, and we set up the leader of Black Sun in opposition to Darth Vader. On the one side of the Emperor you have Vader, on the other side you have the leader of Black Sun, and Shadows Of The Empire is about this power struggle – at least in part."

In particular, Shadows Of The Empire is the story of one heroic figure from the seedier side of the space lanes who helps the Rebellion behind the scenes. Although the novel and comic books will deal with many characters, the game will follow this hero's exploits as he dashes about the galaxy. The story begins on Hoth where our hero makes his initial Rebel connection with Han Solo. In fact, the character is a lot like Han – a smuggler who inhabits the shadowy underworld of the Empire.

Later, the story continues between the times of The Empire Strikes Back and Return Of The Jedi. "I always thought there were a lot of unanswered questions about this time," Jon Knoles explained, "from Luke showing up in Return Of The Jedi as a fully-fledged Jedi to Han being encased within Jabba's palace. How did that happen? Did Boba Fett just zip on over or did he run into some trouble along the way?"



(ABOVE LEFT) The artists at LucasArts began the construction of the Snowtroopers with wireframe figures composed of about 250 polygons. When detailed texture maps are applied, the trooper comes alive – imagine him running, firing his blaster straight at you!
(LEFT) Storyboard sketches for the opening stage of SOTE included multiple perspectives from inside and outside the snow speeders during the epic battle on Hoth.

students so it isn't just a jumble of mazes, but structures with logical functions for the Star Wars universe. We also wanted to make them truly 3D, and that meant giving them a vertical component." Jon demonstrated one stage in which the hero uses a jet pack to scout out multiple vertical areas of an enemy freighter. "You have to be aware of things all around you and above you. Strategically, there's a lot of area to explore. We've also hidden a lot of things here."

...AND THAT'S NOT ALL!

Another play mode borrowed from the 16-bit Star Wars games and the shoot-'em-up genre is when players find themselves in the laser turrets of a Millenium Falcon-type space ship. Although you don't fly the ship, you do have to blast everything in sight using your weapons. You have full rotation within the gunner's bubble and the action is fast and furious.

In still another mode, you'll chase a foul smuggler through the crowded (and narrow) streets of Mos Eisley on a speeder bike. "This isn't like in a CD game where you have one pre-rendered path to follow," Mark pointed out. "You have freedom to move your speeder in the street, or down side streets that might lead to a short cut." If this expanded Mos Eisley is unfamiliar to you, wait until the release of the Special Edition Star Wars movie in 1997. LucasArts worked with the team at Industrial Light & Magic to borrow the setting from the new movie scene for the game.

According to the development team, Shadows Of The Empire contains even more surprises, such as a battle with Boba Fett and a stupendous ending, but they weren't willing to show us quite that much yet. "As always, we'll have lots of huge bosses," said Jon, "but they're all fully 3D. For instance, there's one place where you face one of the big AT-ST scout walkers on foot, and that can get pretty scary when the cockpit pivots around and looks right down at you."

HEY, GOOD THINKING!

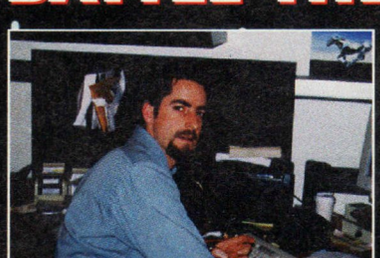
Eric filled us in on how the LucasArts' team went to new lengths in adding tracking and artificial intelligence to the game. "Since the Nintendo 64 takes the complex graphics functions away from the CPU, we found we had all this processing power just idling. We decided one way to use that power was by adding extra AI. For instance, we can give 50 TIE Fighters advanced, independent tracking, no problem. Or when you're facing the big boss characters, they'll always look for you." Mark added that normal AI for characters is really what he calls Artificial Idiocy, "because you're just trying to make them look less stupid. We've been able to give these enemies a truly menacing quality." Jon Knoles described one scene where you're moving down a foggy tunnel, and then... well, that'd spoil the surprise. When we asked the team how it designed enemy movements and attacks, they showed us a special 3D computer arena littered with the burnt out husks of Imperial droids, space ships and alien creatures. To test a design, the programmers place the new enemy in the arena and then send in the hero to blast it to bits. "It's a great way to see how enemies behave in combat, but it's also a good place to test your own skills," Jon told us.

As for control between the stages, the team wanted there to be no confusion as you switched between flying, action and shooting stages. "We try to keep some consistency," said Mark. "There may be some new features between stages, but players won't have any trouble shifting. This is really the best controller I've ever seen, but early on we really didn't know what it was going to be like. Then we got a prototype for the Onyx in early 1995." Eric added, "We were excited to learn about the analog joystick. In addition to moving a vehicle or moving a character, you can also move a character's head around independently while walking using the joypad or joystick, so you can be looking over to the left or right. Of course, we have to be careful that players don't end up getting lost."

THE END... FOR NOW!

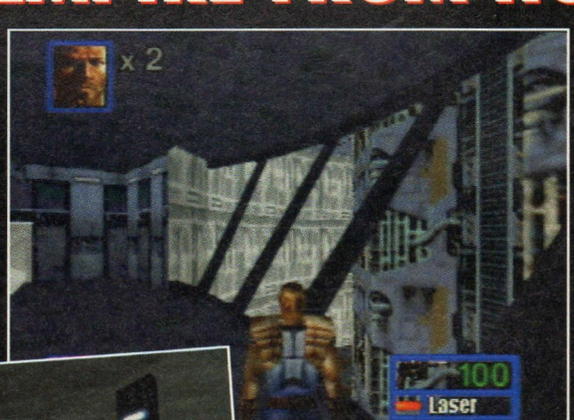
Now that you know the story behind the game, the only thing left to do is play it. Shadows Of The Empire is due for release around the same time as the machine's US launch, but you can be sure of plenty more NMS previews before then. In the immortal words of Darth Vader, the game is truly "most impressive."

BATTLE THE FORCES OF THE EMPIRE FROM HOT

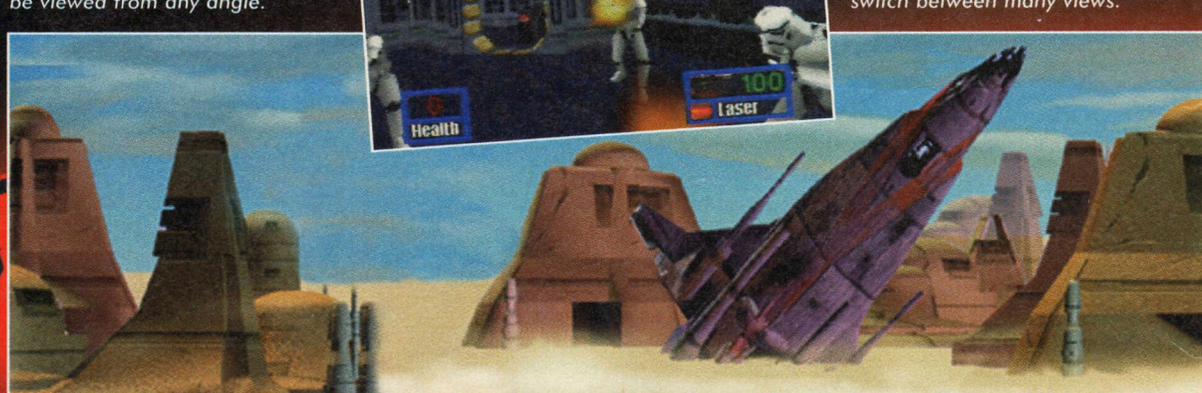


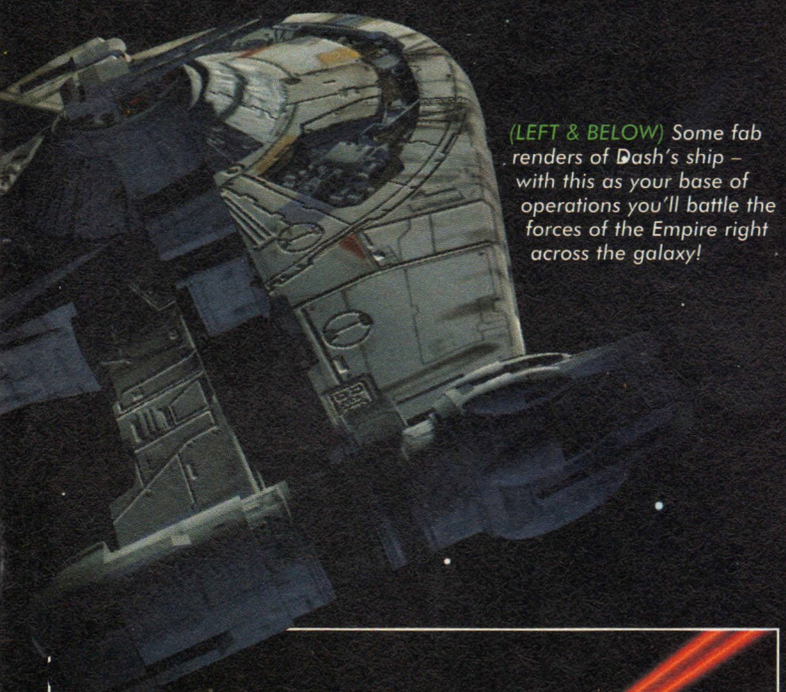
(ABOVE) Some of excellent design sketches by artist John Knoles (top) for various gadgets. Many of these objects won't even make it into the finished game!

(ABOVE) A fully-3D Stormtrooper gets a little too close for comfort. SOTE's super-detailed foes can be viewed from any angle.

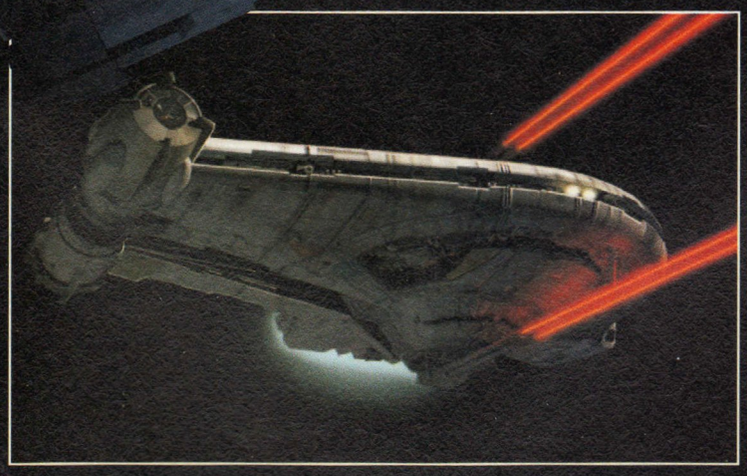


(ABOVE) A 'chase plane' view from behind the hero. Using the C-button the player can switch between many views.



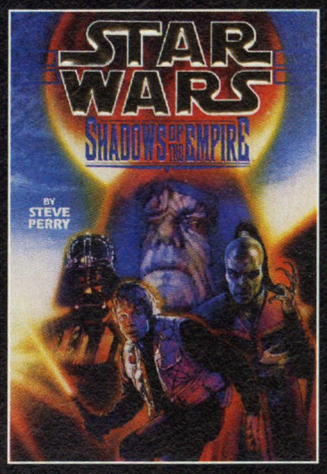


(LEFT & BELOW) Some fab renders of Dash's ship – with this as your base of operations you'll battle the forces of the Empire right across the galaxy!

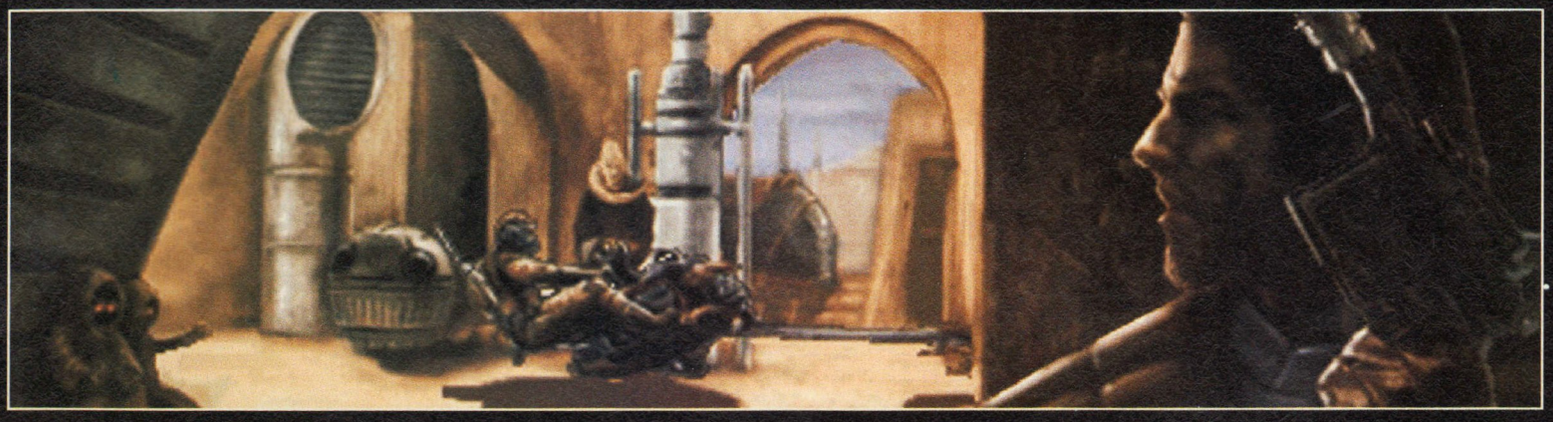


MERCHANDISING MANIA!

The N64 game may be the centerpiece of the Shadows Of The Empire property, but it won't be the only game in town. Steve Perry's novel will be released ahead of the game this Spring, and this will delve into the conflicts and motivations of the new hero and the other characters, both new and old, who enter the story. The Dark Horse comic series, which begins in May, will concentrate on the bounty hunters who have been hired to hunt down Han Solo. References to events in the novel will also be found in the comic books and in the game. The N64 game represents the chance for fans to enter the world of Shadows and experience the thrills that they have read about in the novel and comics. But Lucasfilm goes even further in providing unique Shadows experiences. They have created a soundtrack with theme music for characters and a symphonic score, which was written by Joel McNeely. The music will be used in the Bantam talking book edition of the novel, as well. Topps has created trading cards featuring original art based on Shadows. There will be a Shadows Of The Empire collectible trading card expansion set for the Star Wars card game, as well. The concept of treating a game like a movie, with all the spin-offs and licenses that you would expect from a major Hollywood release, began at LucasArts. After checking out all the game systems, they turned to Nintendo and the N64. In fact, the LucasArts developers were one of the first groups to visit SGI and see the early N64 specs. As it turns out, it was a sweet deal for both companies. Nintendo got a great game from LucasArts, while LucasArts got cutting-edge technology and a huge game marketing machine from Nintendo. But in the end, of course, it will be the gamers who get the sweetest deal.

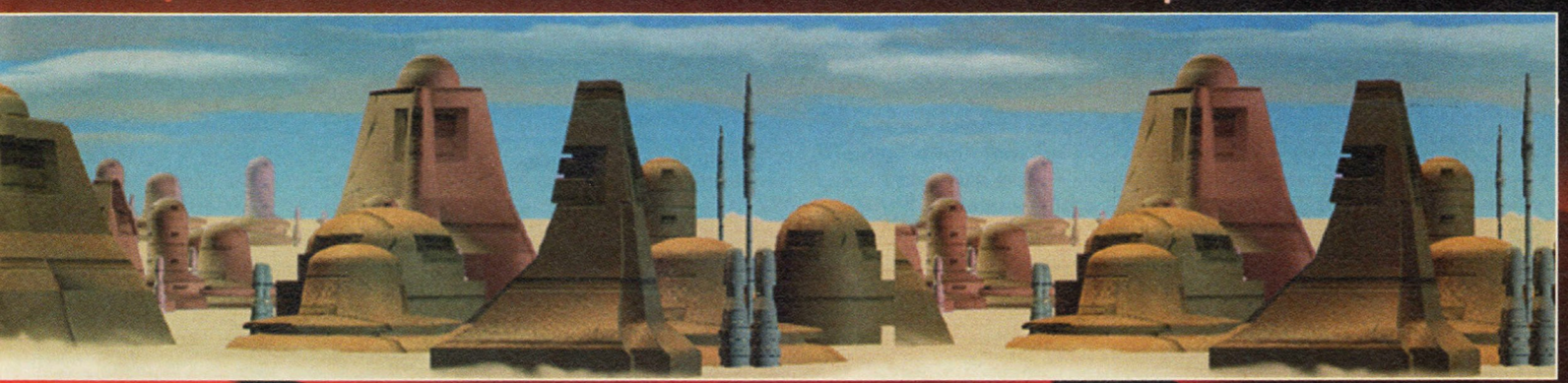


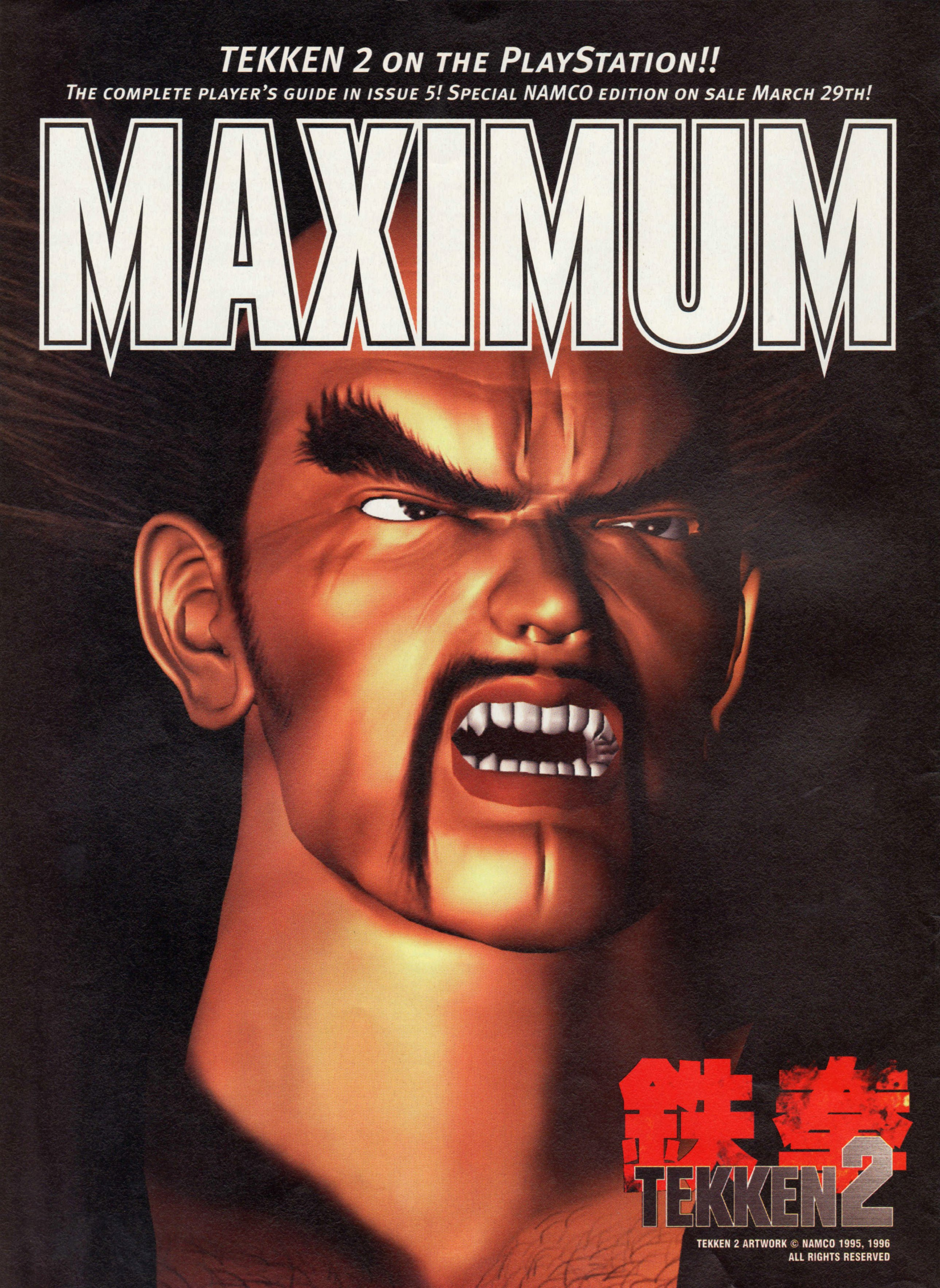
H TO TATOOINE!!



(ABOVE) Dash watches from the safety of the shadows as Bib Fortuna, Jabba the Hutt's major domo, hands some vital documents to a courier. Cue an exciting 3D chase on speeder bikes through the crowded, dusty streets of Mos Eisley as you try to steal the documents for yourself.

(BELOW) A detailed render of the desert town of Mos Eisley on the planet Tatooine. This is the place where Luke, Ben and the droids first met Han and Chewie in the original Star Wars movie. You'll get to see a lot of it when you play Shadows Of The Empire...




TEKKEN 2 ON THE PLAYSTATION!!
THE COMPLETE PLAYER'S GUIDE IN ISSUE 5! SPECIAL NAMCO EDITION ON SALE MARCH 29TH!
MAXIMUM
鉄拳
TEKKEN 2
TEKKEN 2 ARTWORK © NAMCO 1995, 1996
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SPECIAL FEATURE

Mario and the boys are in our lives a whole lot more than you'd imagine. Practically everywhere you choose to look, Nintendo characters are there in some form or another. And if you don't believe us, read on...

So you think all Mario is good for is running up and down ladders, jumping over a few crummy barrels and rescuing the odd down-on-her-luck-princess here and there? Under the impression that all the Mortal crew can do is cause a kick-off? And convinced that all Earthworm Jim can do is dig himself into a soily grave? Well, think again 'cos these lot have got themselves into places you'd never quite believe.

TOYS 'R' US!

BIG IN JAPAN!

If you ever thought that the British toy industry had got the buzz for computer game heroes, well feast your eyes on what Japanese gamers get to build, play and generally fiddle around with. Not only does practically every hero get the treatment, but so do all the vehicles, weapons and nearly every mean-assed baddy that they've ever wandered up to at the end of a level. Well, your heroes need something to do when they're not leaning up against the sideboard! Those that seem to hold the greatest appeal are the Ultraman, Megaman and Gundam ranges. Unfortunately, the only real place in the UK you can get your grubby maulers on these nifty-gifties is in the Forbidden Planet stores. However, rumour has it that Megaman's TV rights have been captured for the UK, and that'll give toy giants, Bandai, a good reason to release their complete range of goodies over here in Blighty.

BOOK 'EM DANNO!!

After you've played the game what better way to calm that aching pad finger than by soaking it in a warm bath while you browse through a novel. But why leave your gaming behind when you can relive your heroes' triumphs in paperback novel form...?

GRAPHIC EQUALISER...

.. And if novels aren't completely your cup of charlie, then there's more than just a few of our favourites that have made it into the cult world of the graphic novel. Browse through any good comic store and you're bound to come across Ken or Ryu staring back at you. And sift long enough through the racks of a decent bookshop and you'll even find our Mario's adventures have been serialised!

SPECIAL FEATURE

FOOD FOR THOUGHT...

Okay, so it's a mild form of cannibalism, but until last year Mario pasta shapes were part of the 57 varieties and brightening up the shelves of supermarkets all over the nation. And when the temperature starts to rise during a rumble in the Donkey Kong jungle you can lick it with a Donkey Kong ice-cream!

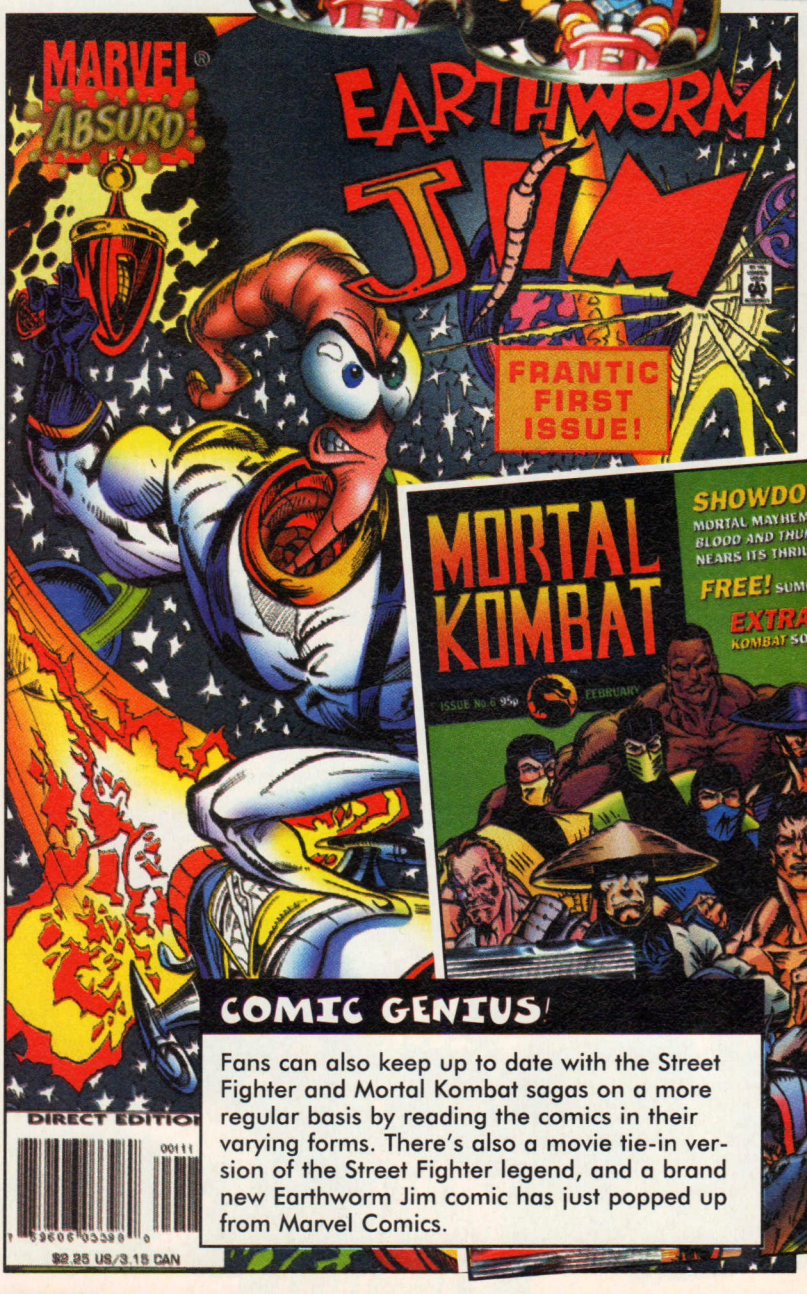
(RIGHT) Well, what else would an Italian plumber eat?

(BELOW) Jim furthers his role as a comic genius in issue one of his adventures.

(LEFT) Sonya and her oversized weapon get ready for action.

GORO LOTTA MK STUFF!

Mortal Kombat is one game that has spawned a very diverse range of spin-offs. If it's not action figures, then it's models like this Goro.



(ABOVE) There he is, the old snarling, four-armed, dragon-bloke – Goro!

(BELOW) Chun-Li in the serialised version of her now famous shower scene with Vega.

COMIC GENIUS!

Fans can also keep up to date with the Street Fighter and Mortal Kombat sagas on a more regular basis by reading the comics in their varying forms. There's also a movie tie-in version of the Street Fighter legend, and a brand new Earthworm Jim comic has just popped up from Marvel Comics.

SPECIAL FEATURE

(LEFT) Die-hard NMS readers will remember this Time Boy we gave away all those years ago with NMS #1.

(BELOW) If only we had three more and a track we could play real Mario Kart remote-control!

HERE, THERE AND EVERYWHERE...

Did you know it's possible to live your life totally surrounded by our favourite little plumber? You can wake up to the shrill tones of his alarm clock, slip out from under your Mario bedspread, put on your Mario World slippers and keep time with your Mario Kart watch. And all this before you've even left your bedroom!

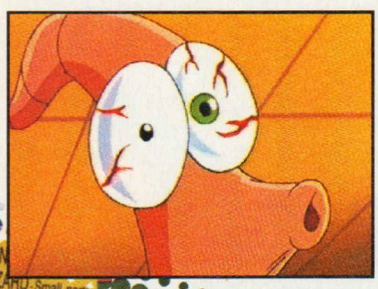
HURRAY FOR HOLLYWOOD!

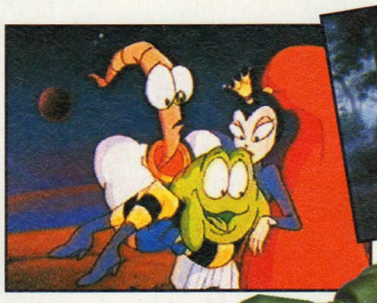
Of the three games to make it to the big screen, Mortal Kombat starring Christopher Lambert is undoubtedly the best. Nethertheless Super Mario Brothers and Street Fighter: The Movie still attracted big stars like Bob Hoskins (whose never been the same since he played Mario!) and Jean-Claude Van Damme, and both managed to put a certain amount of bums on seats – even if they did feel a little tender afterwards!

SPECIAL FEATURE

TV DINNERS...

Your TV sets are also invaded by Nintendo characters. In fact, if you're up and at 'em early enough at the weekend you can catch both Mario and Earthworm Jim's adventures in animated form – which is definitely a case of the early bird catching the worm! And a while back you could also get comfy with a cup of tea and a pack of biccies and enjoy the animated adventures of Zelda. If this isn't enough of a fix for you, then you can re-live the action with an animated version of Street Fighter 2!





(ABOVE) Princess Daisy gets a whistle off Jim!

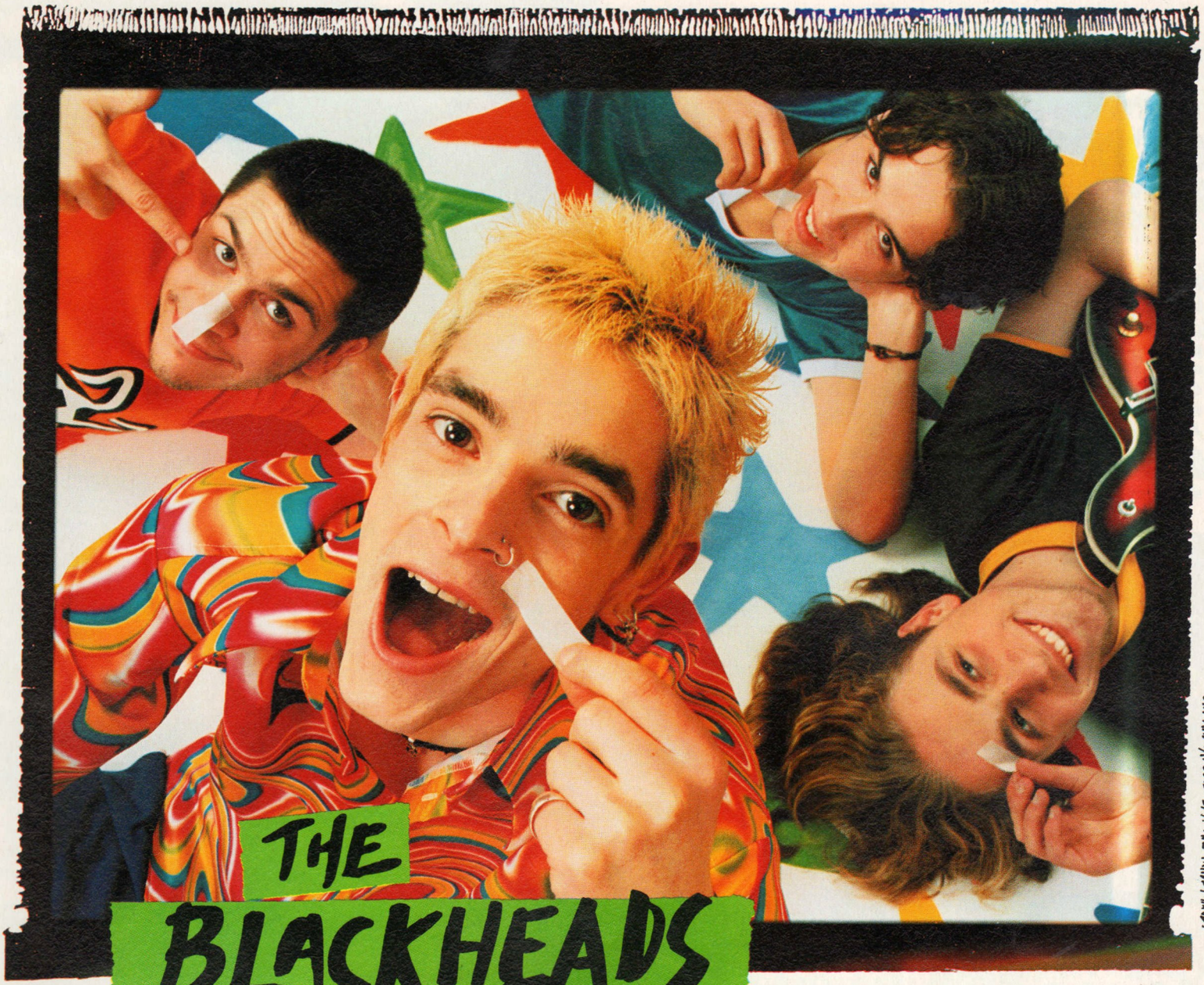
A JAPE WITH JIM!

If you loved both the games, the cartoon and even the comic, just check out the toys! If you've got the lolly practically all the gang can be yours. You can race around on Jim's Pocket Rocket, re-live the dual personality angst of Peter Puppy, or even plan something nasty for the wormy one as the evil Psy-Crow!

WORLD TRADE CENTRE...

The latest fad to sweep the nation are trading cards. And, sitting smugly between the Star Wars and other similar cult status stuff, are the Mortal Kombat cards!

SPECIAL THANKS TO: Forbidden Planet, H.J. Heinz Co Ltd, Dunlop Footwear Ltd, Shiny Entertainment, Boxtree, Titan Books, Bandai, Coalition, Oz Browne and Tom Guise for his remote-control Mario Kart.



THE BLACKHEADS

OUT NOW ON TAPE.

IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW **OXY BLACKOUT.** IT HAS SPECIAL STICKY TAPES THAT **LIFT OUT BLACKHEADS** GENTLY. **BLACKHEADS? OXYCUTE 'EM!**

OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

We've got our grubby little paws on yet more shots of Squaresoft's Super Mario RPG! But you'll find these are a bit different to ones you've seen before – for a start they're from the English version of the game! Ho-hum, it's only another NMS exclusive, dagnabbit...

By now you've probably read this month's News Network and seen the tragic story about Squaresoft deserting Nintendo. There's no-one more saddened by this info than us, but at least we can take some comfort from the fact that Super Mario RPG, Square's last ever release on the Super NES, looks set to be the company's finest game to date, a benchmark title by which all other RPGs will be judged. And to celebrate that fact, here are some excellent shots from the English version of the game. And hey, remember where you saw 'em first...

SUPER MARIO RP

LEGEND OF THE SEVEN S

MARIO RPG UPDATE...SUPER MARIO RPG UPDATE...SUPER M

WHAT'S IN A NAME?

At long last an 'official' name for Super Mario RPG has been settled upon – it's Super Mario RPG: Legend Of The Seven Stars. A while ago there were rumours that Square were going to recode the game slightly for the US and European markets (presumably to remove some of those weird and whimsical things the Japanese love so much in their RPGs) but apparently this is no longer the case, and the game will be exactly the same – apart from the English text, of course. Let's hope the quality of the Japanese-English translation is better than that in other RPGs we could mention... (Breath Of Fire 2, I'm talking about you!)

FIGHT IN THE CAR PARK!

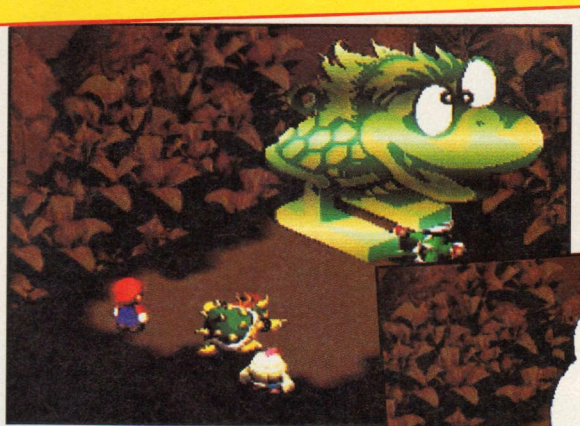
Talking of Capcom's Breath Of Fire 2, anyone who's played that game will feel right at home with Super Mario RPG 'cos they share very similar combat systems. When Mario stumbles into a fight, the view cuts away to a special isometric-3D battle screen where each side takes turns to swap punches. Each button on the joypad activates a different sort of attack, either physical or magical, depending on the character currently selected, and it's up to you to decide how to best to use them to defeat the assorted foes and fiends you encounter. It's all classic stuff that's been seen many times before in hundreds of other RPGs, to be honest, but what a huge difference those fantastic rendered graphics make!

'ERE! STOP MESSIN' ABAHT!

As we mentioned earlier, Super Mario RPG is a bit more light-hearted than yer 'normal' RPG, with loads of fun, action-orientated things to dabble with as you wander around, solving puzzles, talking to people, rescuing the Princess and defeating Bowser. For instance there's a rather nifty 3D minecart section, a barrel-hopping section, a Yoshi race, and much, much more!

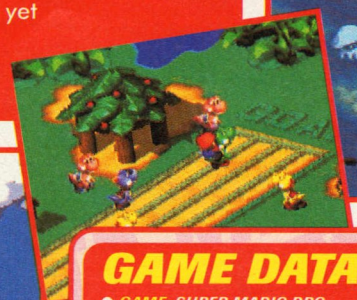
(LEFT) Mario and pals venture into the Temple Of Doom!

FIRST SHOTS OF THE ENGLISH VERSION!!



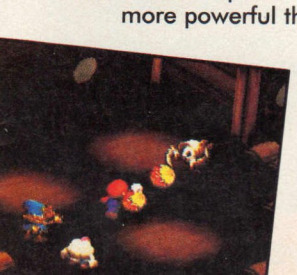
WHAT A CRAZY, MIXED-UP KID!

Super Mario RPG sounds likes its going to be a weird 'un, and no mistake. For a start it's (obviously) not yer typical Mario platform-fest, but then it's not a down-the-line, stats-aplenty RPG either. Essentially it's a hybrid of the two offerings (er, fingers crossed!), the best of both worlds: some simple arcade action as Mario explores the world – jumping over barrels, running across crumbling bridges, etc – mixed with some entertaining yet novice-friendly questing.



IZZY-WIZZY, LET'S GET BUSY...

Every time Mario or one of his mates casts a spell, they use up some of their precious 'Flower Points'. Each character has a differing number of FPs, which varies according to their skill with magic and also their experience level. As you'd expect, the more powerful the spell is, the more FPs it costs to cast. Luckily, Mario and friends can top up their FPs by supping from the honey pots or flower jars to be found in shops and – very occasionally – hidden in the landscape.



GAME DATA

- GAME: SUPER MARIO RPG
- BY: NINTENDO/SQUARESOFT
- RELEASE: JULY
- GAME TYPE: RPG
- PLAYERS: 1
- CART SIZE: 32 MEG

SPECIAL COMPOS!

WIN!!

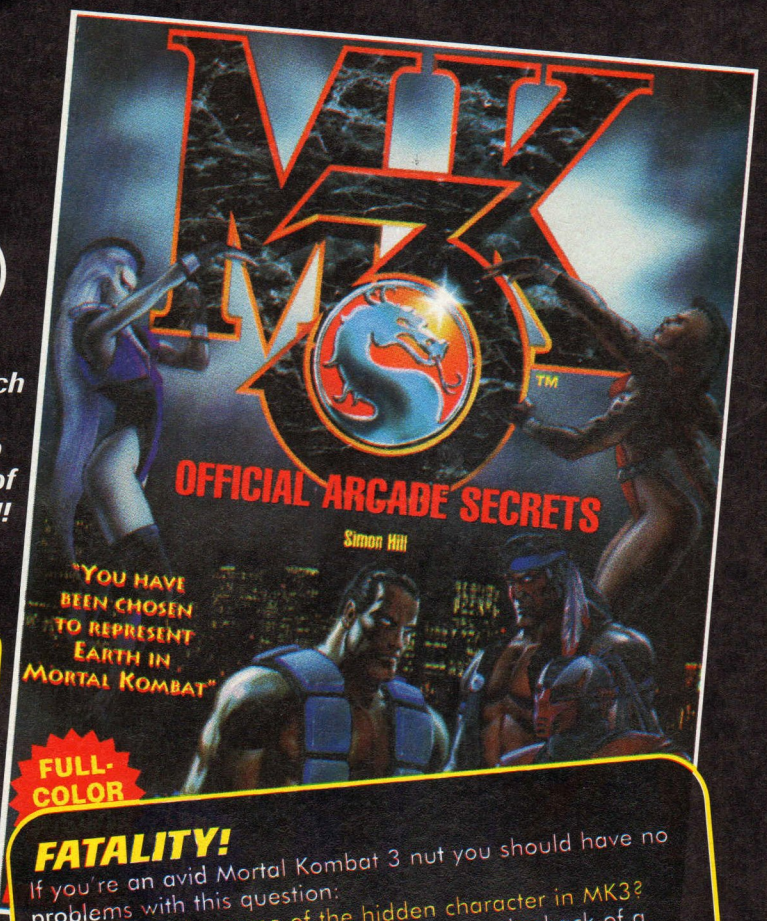
We've got five Mortal Kombat 3 bundles, each consisting of a game and player's guide, to give away, courtesy of Acclaim and Boxtree!!

MORTAL KOMBAT 3 GOODIES!

Okay, so Killer Instinct 2 might be the current hot favourite in the arcades, but we still reckon you can't beat a bit of MK3 now and again. And, unlike KI2, at least you can take it home with you thanks to Acclaim's excellent Super NES conversion, which ported all the excessive violence and over-the-top gore of the coin-op onto one little cart. If you haven't got a copy of the game, you really are missing out on one of the best Super NES beat-'em-ups of the year.

FINISH HIM!

Of course, if you are MK3-less and you haven't got the cash spare to buy a copy, you could always try and win one in this brill compo. In fact, we've got five copies to give away thanks to our chums at Acclaim. And that's not all. As a companion to the games we've also got five copies of the MK3 Official Arcade Secrets book from Boxtree. This fabulous full-colour tome contains all the special moves for every character and tips that work just as well on the conversion as they do on the coin-op!



FATALITY!

If you're an avid Mortal Kombat 3 nut you should have no problems with this question:

Q. What's the name of the hidden character in MK3?

Got it? Good – write the answer down on the back of a postcard or a sealed envelope, add your name and address, and then send it to us at:

S-S-S-SMOKIN'! COMPO, NMS, Priory Court, 30-32 Farringdon Lane, London EC1 3AU.

All entries must reach us by the 23rd of April, when the winners will be plucked from Kung Lao's hat.

WIN!!

There are four copies of Big Hurt Baseball on Super NES and GameBoy up for grabs!!

BIG HURT BASEBALL!!

STRIKE ONE!

We've gone baseball bonkers! It's true – we just can't get enough of this tarted-up rounders variant that the Yanks find so entertaining! I mean, take a look at this issue – on page 94 there's an exclusive preview of Rare's Ken Griffey Jr licence, and on page 56 there's a review of Acclaim's Frank Thomas Big Hurt Baseball on GameBoy!

STRIKE TWO!

Well, now you can catch the craze too, because the boys and girls at Acclaim were so chuffed by Big Burt Baseball's 83% NMS rating that they've offered us some copies of the game to give away to you, our ever-lovin' readers. In fact, there are eight copies of the game in all, four on Super NES (for the winners) and four on Game Boy (for the runners-up).

STRIKE THREE! YOU'RE OUT!

All you've got to do to be in with a chance of winning is answer the following easy-peasy question:

Q. What's the baseballing term for when a batter runs around every base?

Know the answer? Okay, write it down on the back of a post-card or a sealed envelope, add your name and address, and then send it to us at:

STRIKE ME! COMPO, NMS, Priory Court, 30-32 Farringdon Lane, London EC1 3AU.

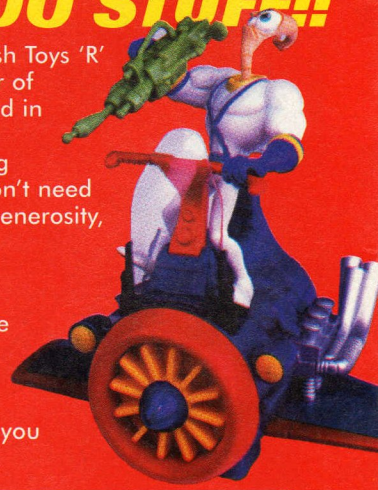
All entries must reach us by the 23rd of April, when the winners will be drawn from Pete's catcher's mitt.

WIN!!

Win a jamboree bag filled to bursting with Nintendo things, courtesy of, er, us!!

FAB NINTENDO STUFF!!

By now you've probably seen our lavish Toys 'R' Us feature about the amazing number of things Nintendo-flavoured you can find in the shops. And as you can guess, the NMS toy cupboard is now over-flowing with bits and bobs that, frankly, we don't need any more. So, in a fit of unparrelled generosity, we decided to give them away to you!



WHAT'S IN THE BAG?

So what are we giving away? Well, the simple answer is loads of stuff, all of the Earthworm Jim action figures and the Mortal Kombat stuff and oh... you get the idea. Let's put it this way, you won't be disappointed!

I WANT THAT SWAG!

Think you're a bit clever? Yeah? Then answer this question:

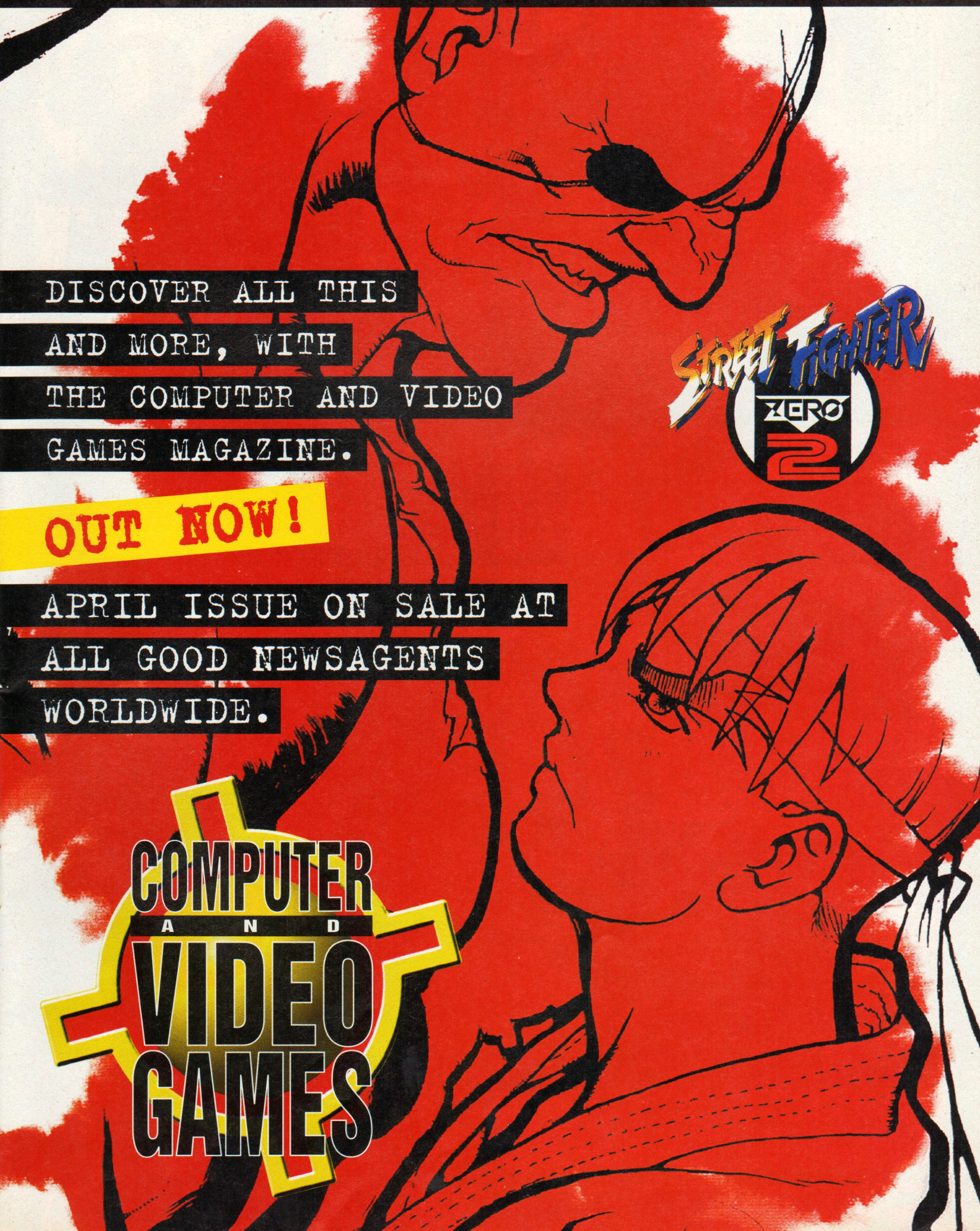
Q. If you haven't slept for absolutely ages, what do you get under your eyes?

A toughie, wasn't it? Okay, write it down on the back of a post-card or a sealed envelope, add your name and address, and then send it to us at:

IT'S THE BAG I'M INTO! COMPO, NMS, Priory Court, 30-32 Farringdon Lane, London EC1 3AU.

All entries must reach us by the 23rd of April, when the winners will be drawn from Dave's capacious undies.

HAVE FUN • BE COOL • DESTROY



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APRIL ISSUE ON SALE AT ALL GOOD NEWSAGENTS WORLDWIDE.

COMPUTER AND VIDEO GAMES

Nintendo

PEOPLE SYSTEM

So, according to the latest announcements from NOA the Nintendo 64 won't be coming to the UK until "late Fall". There's no disguising the fact that this is bad news, and I know you're all frustrated, disappointed and even angered by it. And believe me, we feel just the same here at NMS. Ever since the Shoshinkai Show, where it was indicated that the N64 would launch in April, we've been eagerly crossing off the days on our calendar – and now it looks like we'll have to cross off a lot more before we finally get to sample the 64-bit delights of Nintendo's dream machine. However, as we sit out the next few months, there's one thing I know for sure that we can all take heart from – and that's that the N64 will be well worth the wait. You need only take a glimpse at those amazing shots of LucasArts' Shadows Of The Empire – revealed exclusively this issue – to realise that the N64 will offer a quantum leap in gaming technology that'll make the Sadturn and Graystation obsolete. It's Nintendo's killer combination of hot games that you've just GOT to have (Super Mario 64, Super Mario Kart R, Killer Instinct, Doom 64, BlastDozer, GoldenEye... the list goes on and on), revolutionary technology (the joypad alone will change the way you play games *forever*) and low, low price (around £200) that will ensure the N64 will be the Number One games machine when released. Until then, keep the faith – you know it makes sense!

DAVE

EDITOR: Dave "Oh, Mr Songwriter" Upchurch
ART EDITOR: Peter "He's a model and he's looking good..." Barrell
DEPUTY EDITOR: Simon "...And one for the road" Clays
DESIGNER: Chris "We're football crazy, we're football mad..." Hobbs
REVIEWS EDITOR: Shaun "Hairy krishna, hairy karma" White
OVERSEAS CORRESPONDENT: Warren Harrod

SPECIAL THANKS TO: Dennis Edlund, Gail Tilden and Scott Pelland across the 'Big Pond' at Nintendo Power for all their help, George Lucas for the wonderful Star Wars movies and LucasArts for the equally fab Star Wars games, the good people of Bath (except 'You Know Who')`, everyone who helped with the Toys 'R' Us feature – especially the lads and ladies at Forbidden Planet, and (as always) Mark "Pie Tragic" Patterson.

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NINTENDO PEOPLE SYSTEM

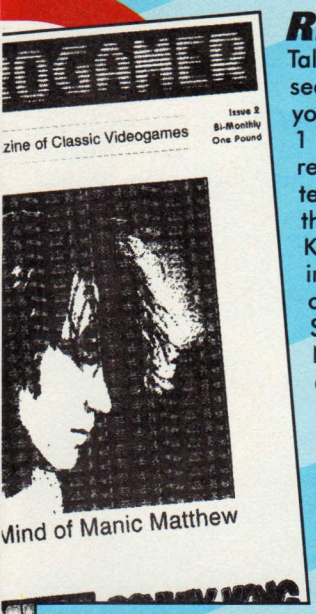
You could hear the sound of a billion young hearts breaking last month when sexy boy band GameBoyz announced they were going to split – even before their first single, 'I Wanna Get Lovey-Dovey With You, Baby', had been released! The question on the lips of every pre-pubescent girl in Britian is: just what will each of the members of the fab five be doing next? In classic NMS fashion (our motto: 'NMS – Investigative Journalism At It's Very Best'), we phoned up their PR people and found out...

DAVE 'GARY' UPCHURCH

Despite the split, Dave's not giving up his dreams of pop stardom just yet – he's going solo! "I always intended to go it alone eventually as I'm the one with all the talent, although I didn't expect to have to do it quite so soon!" comments the chubby-cheeked tunesmith. Dave hopes to release his first solo single in the Spring, with an album to follow in the Summer. "I've written all the songs myself," grins the smug slug. "It's easy, really – you just take some old Beatles hits, tweak 'em a bit and you're laughing. At least, that's what my mates Liam and Noel always do."

SIMON 'SLOBBIE' CLAYS

The GameBoyz split has hit Simon worst, and he's turned to the pop for solace. "Rock n' roll was my life," he slurs bitterly, "and now that it's gone I've got *nothing* apart from a few faded memories." With the money he managed to save during his brief pop career, Simon plans to start his own business – a chain of themed

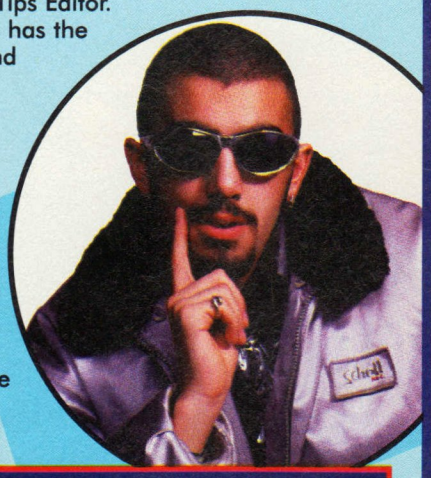


RETROGAMER RETURNS!

Talented Keith Ainsworth recently sent us the second issue of his fanzine, Retrogamer. Now you may remember that we raved about Issue 1 back in NMS #40, and we're pleased to reveal that Issue 2 is just as good, if not better! It's nice to see that the 'zine is somewhat thicker this time around, as this has allowed Keith to pack in even more good stuff, including fond memories of the Space Harrier coin-op and a profile of Matthew 'Manic Miner/Jet Set Willy' Smith. Of particular interest to NMS readers is a brief history of Nintendo and the first part of an excellent Ultimate Play The Game retrospective (which was the name of the company that evolved into Rare). If you fancy giving it a go, send one Earth pound to: Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool L9 3AW. Alternatively you can subscribe to six issues for the bargain price of just a fiver. We can't wait for Issue 3. Honest.

ENTER... THE COSMIC CRACKER!

Meet Phil Dawson, AKA The Cosmic Cracker! As of next month Phil will be joining the NMS crew as Tips Editor. His mission? To ensure that NMS has the hottest hints, cheats, solutions and playguides in the business! We know that when it comes to precise games-playing advice, you want the best – and that's exactly what Phil will deliver! Amongst hard-core gamers Phil is a legend, a mighty gaming god who knows how to play the big titles better than anyone else in the country! And from next month he'll be bringing that awesome expertise to the tips pages of NMS! Once again, the best just got better...



RATINGS GUIDE

90–100

ANY GAME SCORING ABOVE 90% IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
The dark contours of the Death Star Mk2 appear to flicker in the heat of your afterburners as your X-Wing soars away from its surface. Suddenly there's a crackle and your communication channel opens: "Luke, come back – you've forgotten your packed lunch!" It's Vader's voice, he's trying to con you with one of his crafty plans. "No dice, Vader! Eat my goal!" you roar, pressing a big red button. There's a huge explosion as the Death Star bursts into flames, and suddenly your ship is full of sexy babes and life is top banana!

80–89

Darth's bearing down on you. "Hello son," he growls, "Happy birthday..." As he pulls a box. "It's nothing much, just the deeds to a tropical paradise I conquered a while back," he rumbles. "Oh daddy, you're not as bad as they make out!" you smile.

70–79

As you swing from one sand skiff to another, your lightsabre rips into Jabba The Hutt's greedy belly. You release the imprisoned Han Solo and wonder to yourself why you've rescued the good-looking git because you can kiss goodbye to all the skirt.

60–69

From your outpost you wait for the lumbering Walker to centre in your crosshairs. Your trigger finger unleashes a blast that sends the Walker crumbling to his knees, his pack falling snowwards and blood trickling down his blood-soaked beard onto his Kendal Mint. Why do the Alliance hate ramblers?

50–59

Alright, it's a flippin' long jump, but she is fit and she's a princess. You make the jump, wink at her and take her hand. Now you might get a bung from her grateful old man and there's a chance that you could be in.

40–49

"What? Yoda you're gonna show me the Force? Rubbish!" you exclaim to the wrinkled alien. Suddenly you're groin sears with pain. "You spend years with Frank Oz's hand up yer bum and you learn a trick!" he grins, in an all-knowing manner.

30–39

GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS.
Darth Vader rings and tells you that he's trying to contact with an old mate called Ben who dropped out and was last seen at a soup kitchen just off the Strand. "Sure," you nod helpfully, "It's 1, The Cottage, Tatooine." Darth gives you a deep laugh and you wonder if maybe you've gooted up.

20–29

"Look son," says Darth. "All you gotta do is lie there. I mark the spot on your arm with a pen and the lightsabre does the rest. I've done it a million times, it's a great trick. We'll play to a packed canteena every night. Right, let's do a practice run. (Bbbb-zzz-z-z!!!) "Luke? Luke? You alright, son?"

0–19

There you are, sat in the bar, when a fit piece swaggers in. "Rrrrrhhh" you think, as every hormone in your body races towards your pounding heart. She looks deep into your eyes and walks right over to you. You hit her with your best line: "Hiya, sexy pants. Wanna slide the grit?" She replies: "Well, I would do – but we're blood relatives, and anyway I'm not packing in a gorgeous hunk like Han for a one-armed bandit like you!"

pubs, each with their in-house kebab bars. "I came up with idea last night, just after closing time," says Simon. "It's so simple that it's brilliant. I mean, what do you always crave after a long night in the boozer? Simple – a greasy but delicious kebab! I'll make millions!"

PETE 'MARKY' BARRELL

Always popular with the ladies because of his dashing good looks, pouting Pete intends to cash in on his fabulous fizzog by entering the ultra-bitchy world of male modelling. "I was watching The Clothes Show the other day, and to be honest I didn't reckon the models were up to much. One of them had a small pimple on his cheek, and another one looked like he hadn't shaved for a week," says Pete. "Give me a couple of months and I'll be king of the catwalks from New York to Milan, no problems. After all, when you're as gorgeous as I am, anything is possible."

SHAUN 'HOWARD' WHITE

Physically sickened and psychologically scarred by his less-than-brilliant experiences in the music world, Shaun has turned to religion. Well, sort of – he's joined a weird cult living on a tiny island off the coast of Wales. Called The Brotherhood Of Samson, this cult believes that you must never wash, cut or style your hair if you wish to finally reach Nirvana (or, if you prefer, Pearl Jam). Barely audible behind the thick curtain of blond locks covering his face, Shaun informed us that "I can honestly say I have never been happier. You should join us." Then his eyes suddenly glazed over and dribble spilled from his mouth as he began to chant: "One of us... One of us... One of us..."

CHRIS 'JASE' HOBBS

Just like Andrew Ridgeley took up motor racing when Wham split up, Chris has decided to ease his post-GameBoyz sorrows by becoming a professional footballer – and this is despite having two left feet, a slight but pronounced limp and all the precise ball control of a neutered cat. He's already had trials at fifty clubs, all of whom have turned him down, but that hasn't deterred the plucky mop-top. "My problem is that my playing style is too unique and ahead of its time," grins Chris. "I'm not worried though – if all else fails, I'll just buy my own club and put myself as the centre-forward. I'm that rich."

REVIEW ARCADE

KI2

GAME SPEC
- BY: NINTENDO
- PRICE: APPROX. 50p/PLAY
- RELEASE: IN ARCADES NOW
- GAME TYPE: BEAT-'EM-UP

GAME FEATURES
- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- CONTINUES: Yes

GAME INFO
- GAME ORIGIN: What the...?! You've not heard of the original Killer Instinct? Where have you been for the last year?
- GAME DIFFICULTY: It's as tough as nails!
- SCORE TO BEAT: Reach Gargos – you wish!
- ALTERNATIVES: Hey, nothing compares to KI2!

GAME CREDITS
- DEVELOPED BY: RARE
- DISTRIBUTED BY: NINTENDO
- MADE IN: UK
- ARTWORK: © RARE

Over the past couple of months we've given you as much info on Rare's stunning coin-op sequel to Killer Instinct as even the mightiest human brain can handle. Now prepare to stretch your creaking cerebellum to bursting as we go into data overload with this, the definitive review of what could well be the finest beat-'em-up yet created!

We don't half spoil you lot, you know. You lucky NMS readers were the first people in the world to read hard news about and see real screenshots from Rare's amazing Killer Instinct 2 coin-op. And last month, while other mags were playing catch-up with their so-called 'exclusives', you were getting even more red-hot info straight from the game's creators at Rare. This month, for your edification and delight, we present our definitive KI2 review. It's the first time that NMS has given a coin-op the full review treatment, and you'll find it a little different to the way we review new Super NES and Game Boy releases. Oh sure, there's a % mark and all, but rather than rehash everything we've already told you in the past couple of issues, we've decided to use the bulk of the review space to give you the low-down on how to perform some of each characters' moves and to provide valuable insights into the game's internal logic. As we speak, KI2 coin-ops are filtering through into amusement arcades nationwide, and armed with the info in this review, you've got a huge advantage over the other players. Read on, pilgrim...

GAAARGH!! IT'S GARGOS!!

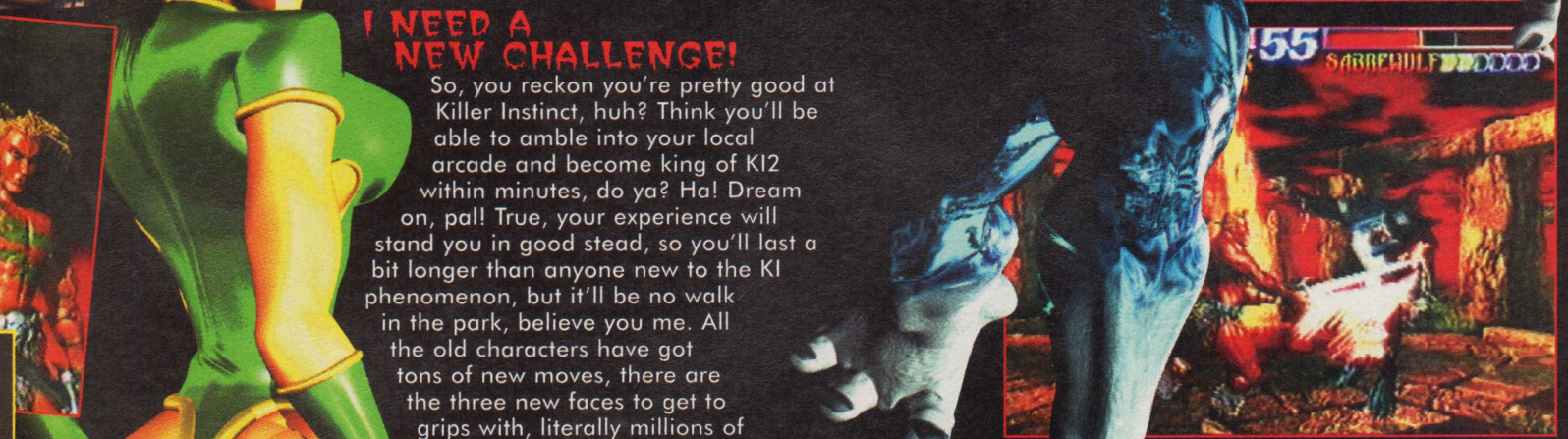
In the first Killer Instinct your ultimate foe was Eyedol, the two-headed, club-wielding monstrosity from the Vortex. His death at the hands of Orchid opened a mighty rip in the space-time continuum which catapulted the Ultratech building into another dimension. And it is here that seven of the original KI combatants, as well as three brand new warriors, battle their way to a final confrontation with Gargos, a gargoyle-like frightmare with skin of stone! Can you play as the boss? We don't know – and even if we did, we wouldn't tell!

COMBO CRAZY!

As fans will know, the unique thing about Killer Instinct is its heavy emphasis on performing Combos – strings of punches, kicks and special moves that inflict hit after hit after hit on your opponent. However, in KI2 this concept has been improved and expanded upon beyond all recognition – indeed, Rare reckon that each character now has the ability to perform literally millions of different Combos!

I NEED A NEW CHALLENGE!

So, you reckon you're pretty good at Killer Instinct, huh? Think you'll be able to amble into your local arcade and become king of KI2 within minutes, do ya? Ha! Dream on, pal! True, your experience will stand you in good stead, so you'll last a bit longer than anyone new to the KI phenomenon, but it'll be no walk in the park, believe you me. All the old characters have got tons of new moves, there are the three new faces to get to grips with, literally millions of new combos to learn, and dozens of gameplay enhancements and tweaks to discover... In short, it's back-to-school time for you, me lad!



(ABOVE) The undead sailors watch in silence as Jago and Glacius slug it out!

MINE'S A DOUBLE!

KI veterans will know all about Autodoubles, the technique whereby you can score automatic extra hits simply by following one attack with the correct secondary attack. In KI this Autodoubles business was painfully complex, as the type of secondary attack bore no relation to the first – it could be anything. However, in KI2 things have been made far easier to figure out. Now you can perform an Autodouble simply by making your secondary attack anything, so long as it's one step weaker. For instance, if you launch a Fierce Punch, then you can make it an Autodouble simply by pressing either Medium Punch or Medium Kick. Simple.

PASS ME THE MANUAL!

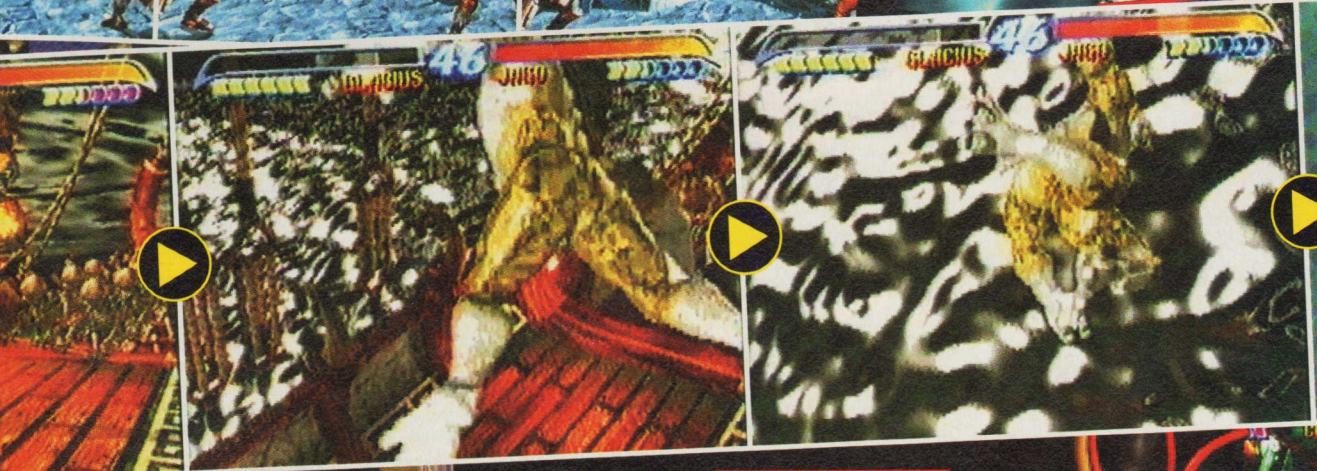
Although Autodoubles are pretty cool, their main disadvantage is that they are relatively easy to break. However, you can reduce your vulnerability by activating the Autodouble manually. All you do is get up close to your enemy, perform a Fierce Punch/Kick and then quickly follow up by tapping Medium Kick/Punch – you'll be rewarded with a standard strong attack hitting home twice, with a much smaller chance of being broken.

FINISH HIM!

Okay, so you're Autodoubling like a good 'un. Now it's time to enter the big league by getting to grips with Combo Finishers. These are basically special moves that produce extra hits when tacked on the end of a Combo. Each character has four Combo Finishers, and it's up to you to learn what they are by trial and error – that, or wait for the inevitable tips guide in a future issue. To help encourage interesting play, each Combo Finisher gradually gains in power if you use a variety of different Combo Finishers rather than stick to the same one all the time.

THE MISSING LINK?

Want to go for the really big Combos? Then try sticking a Linker move where you'd normally perform a Combo Finisher. You'll have to work out what these useful special moves are for yourself, but it's worth the effort because they allow you to 'link' chains of Combos together to form spectacular attacks that will leave your enemy out for the count!



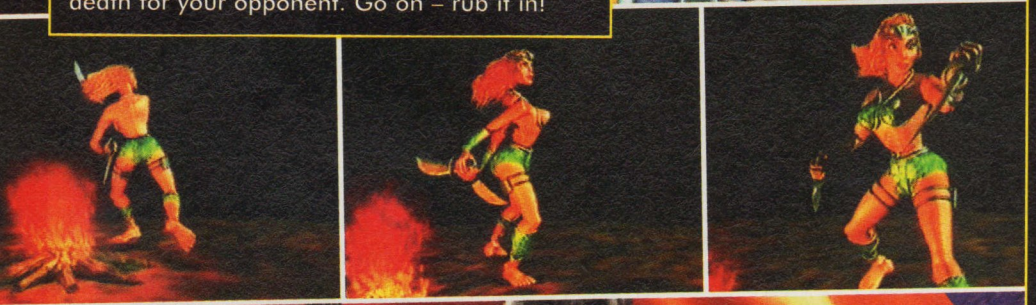
OH, THAT'S SUPER!

You'll notice that there's a small bar just below your energy bar which slowly fills up as the fight rages on. Once it's full you can start performing Super Moves, special attacks of such ferocity and devastating power that you'll hardly be able to believe your eyes. We've given you one for each character, although there are at least five per fighter. Jago's Tiger Thrash is particularly impressive, knocking roughly 40% of his enemy's energy!

REVIEW ARCADE

DEAD GOOD!

Ah, the Ultra Combo – the mark of a KI2 pro! This is a Combo Finisher that you perform when your opponent is almost a death's door. The result is an amazing attack frenzy that finishes the fight in real style! Alternatively you could opt to perform an Ultimate Move which results in a super-violent and very graphic death for your opponent. Go on – rub it in!



YOU'VE THROWN ME!

Nobody likes a coward, especially the geezers at Rare. They got fed up with players who spent too long with their guard up so they've introduced a new type of throw. If your foe is being a little overcautious, just go up to them and throw them to the ground. Not only will this inflict a bit of damage on them, it'll also force them back into the fight.

CAN U HANDLE IT?

KI2 offers players ten characters to get familiar with, each with their own set of special moves to master. Here, straight from our great mates at Rare, are a selection of moves to try out, including some awesome Super Moves and Ultimate Moves (remember that this latter move can only be performed when your opponent's energy bar is flashing red) as well as each combatant's vital Combo Breaker. So what are you waiting for? Get down your local arcade and start practising NOW!! (Note: The moves marked '*' are from 'unofficial' sources use them at your own risk!)

KILLER KODES!

Like KI, KI2 has a fair number of secrets – and as always, NMS is the first to reveal them to you!

RANDOM SELECT

Press ↑ at the same time as pressing Start to let the computer choose a character for you.

SELECT CHARACTER COLOUR

Hold ↓ on the character select screen to cycle through the various colour palettes.

SELECT STAGE/MUSIC

This only works in two-player mode. After each player's picked a character, use the following joystick/button combinations to select the arena and the background music – note that Player One chooses the former and Player Two chooses the latter.

Ship with rowers	↓ + FK
Spinal's ships	↓ + MK
Kim Wu's Dojo	↓ + QK
Jago's Bridge	↓ + QP
Fulgore's Museum	↑ + MK
Maya's Jungle	↑ + MP
Tusk's Stonehenge	↑ + QK
Sabrewulf's Castle	↑ + QP
Glacius' Spaceship	↑ + FP
Orchid's Helipad	↑ + FK
Combo's Street	↓ + FP
Secret Sky Board	↓ + MK (both players)

SELECT SPEED

Input the following before you select your characters in a two-player game...

Turbo	↓ + MK/MP
Ultra Turbo	↓ + FK/FP
Normal	↓ + QK/QP

(ABOVE) With our excellent guides to each fighter's special moves, you'll become a KI2 champ in no time!

TUSK

This warrior from the primordial wastelands has vowed to kill Gargos in revenge for the slaughter of his people.

SPECIAL MOVES

Boot Kick	↘ ↓ ↙ + K
Web Of Death	↘ ↓ ↙ + FP
Skull Splitter	↙ ↓ ↘ + K
The Conqueror	→ ↓ ↘ + FK
Back Stab	→ ↘ ↓ ↙ ← + QP
Sword Slash*	← ↙ ↓ ↘ → + FP

SUPER MOVES

The Destroyer	↓ ↙ ← ↙ ↓ ↘ → + FP
Flaming Sword*	→ ↘ ↓ ↙ ← → + QK
Rush 'n Attack!*	→ ↘ ↓ ↙ ← → + FK

ULTIMATE MOVES

Rockfall	↓ ↘ → ↓ ↘ → + MP
Meteor Smash*	← ↙ ↓ ↘ → + ← ↙ ↓ ↘ → + MP

COMBO BREAKER → ↓ ↘ + P/K

(LEFT) The wolf wins it by a whisker! When this toothy beast is victorious, you're treated to a shot of him howling at the moon!

KIM WU

Trained from birth in the ways of the Samurai, this lady hasn't got a hidden agenda – she simply loves a good fight!

SPECIAL MOVES

Tornado Kick	↘ ↓ ↙ + K
Firecracker	↘ ↓ ↙ + MP/FP
Splitkick	↙ ↓ ↘ + K
Fireflower	→ ↓ ↘ + QP
Double Roundhouse*	Hold ←, then → + FK
Fireball*	↓ ↘ → + MP/FP
Air Fireball*	Jump, then → ↘ ↓ ↙ ← + MP/FP

SUPER MOVES

Snap Dragon	↓ ↙ ← ↙ ↓ ↘ → + FP
Spinning Slash*	→ ↘ ↓ ↙ ← → + FK

ULTIMATE MOVES

Torso Press	← → ↓ ↘ + MK
Fire Shuriken*	← ↙ ↓ ↘ → ← + QK
Death Shuriken*	← → ↙ ↓ ↘ → + MK

COMBO BREAKER ↓ ↘ → + P/K

REVIEW ARCADE

(BELOW) After each bout the winning player is given a breakdown of his or her performance, which details Combos performed and so on.

SPINAL

This undead fiend doesn't care whether good or evil triumphs – it just wants to cleave some skulls with its sword!

SPECIAL MOVES

Skeleskewer	↓ ↘ → + K
Flame Blade	↓ ↘ → + FP
Skull Scrape	↙ ↓ ↘ + FK
Power Devour	← + QP
Soul Drain	↓ ↘ → + QP
Skeleport	↓ ↙ ← + K
Skelescrew*	↓ ↘ → + MP
Skull Replenish*	↓ ↙ ← + MP/FP

SUPER MOVES

Grim Reaper	↓ ↙ ← ↙ ↓ ↘ → + FP
Sword Smash*	→ ↘ ↓ ↙ ← → + FP
Skull Frenzy*	→ ↘ ↓ ↙ ← + ↙ ↓ ↘ → + FK
Iz'e Dizzy?*	→ ↘ ↓ ↙ ← + ↙ ↓ ↘ → + MK

ULTIMATE MOVES

Grip Of Death	↓ ↘ → ↓ ↘ → + QP
Skull Drop*	→ ↘ ↓ ↙ ← + ↙ ↓ ↘ → + QP

COMBO BREAKER ↓ ↘ → + P/K

(BELOW) The rock-hard streetfighter known as T. J. Combo celebrates yet another triumph!

JAGO

The vengeful warrior monk from the wilds of Tibet returns, once again aided by the all-powerful magic of the Tiger Spirit.

SPECIAL MOVES

Wind Kick	↘ ↓ ↙ + K
Laser Blade	↘ ↓ ↙ + FP
Ninja Slide	↙ ↓ ↘ + K
Tiger Fury	→ ↓ ↘ + P
Endouken	↘ ↓ ↙ + P
Red Endouken*	Hold P + ↓ ↘ → + Release P
Fake Endouken*	↓ ↘ → + QK

SUPER MOVES

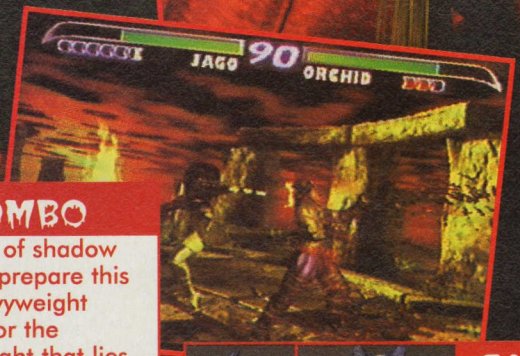
Tiger Thrash	↓ ↙ ← ↙ ↓ ↘ → + FP
Fireball Spray*	→ ↘ ↓ ↙ ← + QP
Slide Multikick*	← ↙ ↓ ↘ → ← + FK
Wind Multikick*	→ ↘ ↓ ↙ ← → + MK

ULTIMATE MOVES

Dragon Summon	↓ ↙ ← → + MP
Sword Stake*	Hold →, then ← ↙ ↓ ↘ → + FK
Flame Blast!*	→ ↘ ↓ ↙ ← → + MP

COMBO BREAKER → ↓ ↘ + P/K

● Jago's spirit is capable of living on after his death! When you get killed, try this out... ↘ ↓ ↙ ← → + QK



T.J. COMBO

No amount of shadow boxing can prepare this former heavyweight champion for the incredible fight that lies ahead!

SPECIAL MOVES

T.J. Tremor	← → + MK
Spinfist	← → + QP
Rollercoaster	← → + MP
Powerline	← → + FP
Skullcrusher	← → + FK
Cyclone	Hold FP, FP
Run Attack*	← → + QK
Triple Roller*	Hold B, then ← ↙ ↓ ↘ → + MP
Fake It!*	↓ ↘ → + QK (press a button to stop)

SUPER MOVES

Power Frenzy	→ ↘ ↓ ↙ ← + FP
Grandslam!*	Jump, then → ↘ ↓ ↙ ← + MK

ULTIMATE MOVES

Eat This!	Hold →, then ↘ ↓ ↙ ← + FK
Prepare for Launch!*	Hold QK, then ← →, release QK

COMBO BREAKER ← → + P/K

SABREWULF

The lycanthrope with an attitude problem has been summoned from his top-secret hideaway to battle for his very life.

SPECIAL MOVES

Sabre Wheel	← → + MK
Sabrepounce	← → + MP
Sabrespin	← → + FP
Sabre Howl	← → + QP
Sabre Flip	← → + FK

SUPER MOVES

Lupus Loopy	→ ↘ ↓ ↙ ← → + FP
Ground Strike*	→ ↘ ↓ ↙ ← + FP
Fire Claw*	→ ↘ ↓ ↙ ← → + FP
Flipped Out!*	→ ↘ ↓ ↙ ← → + MP
Whirly Bird!*	→ ↘ ↓ ↙ ← → + MK

ULTIMATE MOVES

Vampire Storm	Hold ↑ for 2 seconds
Electrocution*	Hold FP for 2 seconds

COMBO BREAKER ← → + P/K

REVIE ARCA

GLACIUS

Only by defeating the other fighters and then Gargos can this cold-blooded alien ever hope to return to its distant homeworld.

SPECIAL MOVES

Cold Shoulder	↓ ↘ → + MP
Liquidize	↓ ↘ → + QK (MK or FK in air only)
Icy Grip	↓ ↘ → + QP
Arctic Blast	↓ ↙ ← + K
Ice Lance	↓ ↘ → + FP
Energy Drain*	↓ ↘ → + Hold QK

SUPER MOVES

Arctic Slam	← ↙ ↓ ↘ → ← + MP
Ice Blast*	→ ↘ ↓ ↙ ← → + FP
Quad Throw*	← ↙ ↓ ↘ → ← + QP
Ice and a Slice*	← ↙ ↓ ↘ → ← + FK
Reverse Slice*	↓ ↙ ← + FK

ULTIMATE MOVES

Crystallise	← ↓ ↙ + QK
Ice Spear*	↓ ↙ ← → + MK
Ice Crusher*	← → ↘ ↓ ↙ ← + QK

COMBO BREAKER ↓ ↘ → + P/K

FULGORE

Ultratech are still unsure whether this cybernetic warrior is ready for full mass production – the field trials must continue in the Vortex!

SPECIAL MOVES

Cyberdash	← ↙ ↓ ↘ → + K
Plasma Shield	↓ ↙ ← + K
Eyelaser	↘ ↓ ↙ + MP (FP if in the air)
Plasmaslice	→ ↓ ↘ + P
Laser Storm	↓ ↘ → + P
Teleport*	↓ ↙ ← + K
Invisibility*	↘ ↓ ↙ + FK (need Super energy)
Lock-On Fireballs!*	↙ ↓ ↘ + QK, then ↓ ↘ → + QP

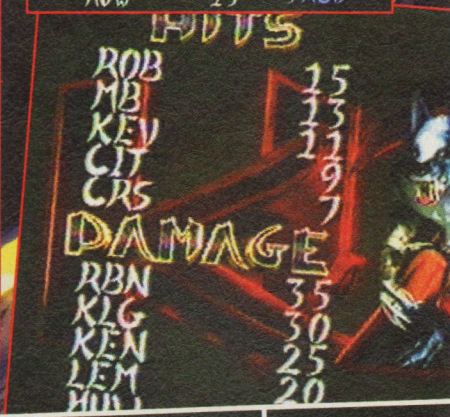
SUPER MOVES

Ultra Slice	↓ ↙ ← ↙ ↓ ↘ → + FP
Chest Sizzle*	→ ↘ ↓ ↙ ← → + QK

ULTIMATE MOVES

Orbital Nuke!	← ↙ ↓ ↘ → ← + MP
Take That!*	→ ← ↙ ↓ ↘ → + MK

COMBO BREAKER → ↓ ↘ + P/K



(RIGHT) The terrifying Gargos hands it to you – will you ever be good enough to defeat him?

COMMENT

DAVE

Although I thought Killer Instinct was a brilliant game, I have to admit that I was never *that* good at it – I could never get my head around those special moves for some reason. It was so embarassing being the Editor of NMS and having my ass whipped by everyone from Simon to the tea boy. I assumed that the arrival of KI2 would herald yet more humiliation for me at the hands of my underlings, but no! I was incredibly pleased to discover that Rare have made the game far simpler to get into. Apart from a few exceptions, all the special moves are now much easier to pull off, and the emphasis is more on tactics and strategy than simply flailing away with your feet and fists. Superb stuff! I can't wait for the Nintendo 64 version! In fact, I can't wait for the Nintendo 64 full-stop!

COMMENT

SHAUN

I consider myself to be something of a KI expert – in fact, I did the tips guides a few issues back – so I was expecting to breeze my way through this sequel. Wrong! As Dave says, the controls have been much simplified so KI2 is far easier to get into than KI ever was, but this is countered by a far higher difficulty level. In two-player mode the game is far more exciting to play than the original, simply because it's not so difficult to pull off Combos and the results are some visually stunning battles! Amazingly Rare claims that the N64 version of KI2 will improve on the coin-op. Er, is that really possible? Oh well, while you wait to see if they remain true to their word, you might as well get your butt down the arcade and start practising those special moves...

B. ORCHID

The secret agent continues the long search for her missing comrades. Will the Vortex provide clues to their location?

SPECIAL MOVES

Flik Flak	↘ ↓ ↙ + K
San	↘ ↓ ↙ + FP
Tiger Slide	↙ ↓ ↘ + K
Airbuster	→ ↓ ↘ + K
Tonfa Fire	↓ ↘ → + P
Baton Slash*	↓ ↙ ← + MP

SUPER MOVES

Gyro Kyaku	↓ ↙ ← ↙ ↓ ↘ → + FK
Tiger Attack*	→ ↘ ↓ ↙ ← → + MK
Tonfa Rush*	← ↙ ↓ ↘ → ← + FP

ULTIMATE MOVE

Shocker	← ↓ ↙ + MK

COMBO BREAKER → ↓ ↘ + P/K

MAYA

This Amazon Queen fought Gargos before – and won! But will she be victorious again now that his powers have grown?

SPECIAL MOVES

Flip Kick	← → + MK
Savage Blades	← → + MP
Jungle Leap	← → + FK
Cobra Bite	← → + QP
Mantis	← → + FP
Air Mantis*	Jump, then ↓ ↙ ← + FP

SUPER MOVES

Tree Cutter	→ ↘ ↓ ↙ ← → + FP
Lawnmower Woman!*	→ ↘ ↓ ↙ ← → + MK
Flip Multikick*	→ ↘ ↓ ↙ ← → + MP
Super Jungle Leap*	→ ↘ ↓ ↙ ← → + FK

ULTIMATE MOVES

Shrink	↓ ↘ → ← + QP
Bloated!*	↘ ↓ ↙ ← → + QK

COMBO BREAKER ← → + P/K

(LEFT) Things are beginning to hot up as Glacius and Kim Wu trade fireballs!

COMMENT

SIMON

Boo-hoo! Sob! Whimper! What has Rare done with Riptor? You know, although Glacius remains my all-time favourite KI character, I still had a soft spot for that reptilian rogue. I bet I'm not the only one who mourns his loss, or the tragic passing of Chief Thunder and Cinder for that matter. Oh well, you never know, they might be the secret characters and besides, it's churlish to moan about little things like that when everything else about this game is so good. It's not often a sequel betters the original but that's definitely the case with KI2 – and then some! I've already run up a huge tab at the local arcade playing it, and I can foresee plenty of nasty visits from the debt collectors before I've finally got this game out of my system. Marvellous stuff! Go and give it a go now!

REVIEW ARCADE

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 97

▲ Totally stunning! Those detailed sprites and wonderful 3D-ish backgrounds show off the talents of Rare's artists at their best!

SOUND — 94

▲ Meaty thumps, bangs and crashes backed by some classy rock and dance tunes.

PLAYABILITY — 96

▲ A bigimprovement on KI, which was a superbly playable game anyway!

LASTABILITY — 92

▲ Immense! Getting to Gargos will make a dent in your bank balance!

OVERALL — 96

All-new fighters, tons more moves, vastly improved gameplay and a healthy dollop of polish – what more could you ask for from a beat-'em-up sequel? KI2 is destined to be another arcade smash – once again the Rare boys deliver in style!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: CAPCOM
- PRICE: £54.99
- RELEASE: OUT NOW
- GAME TYPE: RPG
- CART SIZE: 20 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: Text speed

GAME INFO

- GAME ORIGIN: More no-nonsense sword and sorcery larks from the masters of the beat-'em-up
- GAME DIFFICULTY: Rock
- SCORE TO BEAT: Establish the foundations of TownShip
- ALTERNATIVES: You know the drill – Zelda, Secret Of Mana, Final Fantasy, etc, etc...

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Access menus

A — Perform action

B — Cycle back thru menus

Y — Activate special power

L/R — L: Alter marching order
R: Alter marching order

S — Start: Not used
Select: Displays maps

GAME CREDITS

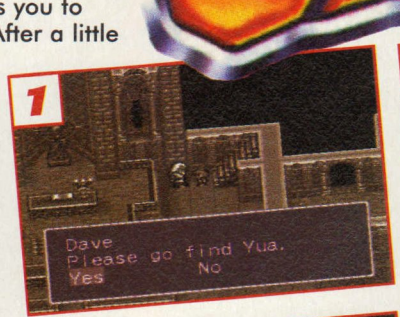
- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: MARUBENI
- MADE IN: JAPAN
- ARTWORK: © CAPCOM

Already finished Square's Secret Of Evermore? Can't bear the eternal wait for Super Mario RPG? Feeling starved of top-notch fighting fantasy action? If this sounds like you, then prepare to rejoice – 'cos Capcom are on hand to put you out of your misery with the rather nifty Breath Of Fire 2!

Are Nintendo taking lessons from London Transport? RPG fans have had nothing to play on their trusty Super NES for ages and now they're treated to no less than three releases, all within the space of a few months! First off there was the slightly disappointing Secret Of Evermore from Squaresoft, a good game marred by some needlessly tough combat and a mildly uninteresting plot. Then – of course – there's the eagerly awaited Super Mario RPG from Nintendo, although that's not due for release in the UK until the early Summer. But never mind, because here to ease the wait for Mario's adventuring debut is Breath Of Fire 2 from Capcom, an absorbing tale of might and magic set in a pseudo-medieval fantasy world. So, are you ready for an adventure? Good – put on your sturdy boots and prepare to embark on an mystical quest where awesome spells are common-place and you're never more than a few seconds away from a fight with some ugly critter...

HMM, SOUNDS FAMILIAR...

The Breath Of Fire 2 saga centres around the adventures of the Hero (i.e. you), a brave and noble warrior. Well, that's what you become eventually – at the very start of the game you're just a tiny nipper, barely out of diapers. The fun begins when your dad asks you to find your younger sister, Yua. After a little exploring you find her at the old dragon's tomb near your village – Yua reveals that her dead mother speaks to her there when she sleeps. Once Yua leaves you nod off too, and have a strange vision... On returning home, you can't find your father and sister and, even more worryingly, nobody recognises you any-more. Luckily you meet Bow, another orphan, and you decide to go adventuring together. However, no sooner have you left your village than a storm erupts, forcing you to take shelter in a cave. Trouble is, you're not alone: a strange demon lives in the cave – and worse, it seems to recognise you as its nemesis and attacks... Miraculously, you escape alive – but what did it mean? The story then leaps forward ten years. You and Bow are now members of the Rangers' Guild – but little do you suspect that you're fated to save the world from an invading army of fear-some demons...



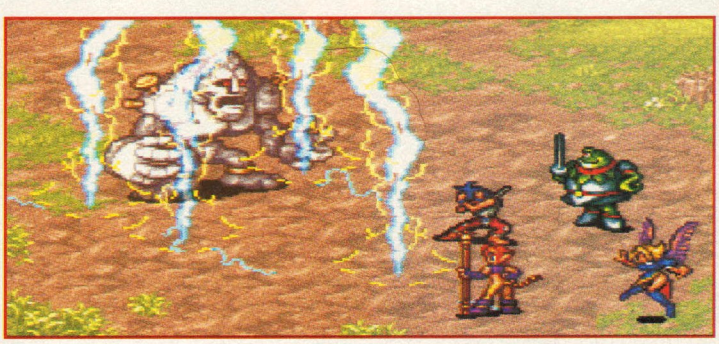
FIGHT! FIGHT! FIGHT!

Whenever a fight breaks out, the game cuts to a special 'combat screen' giving you a close-up view of the action, with your party of adventurers on the right and the baddies on the left. Combat takes place in turns, like a boardgame; at the start of each turn you use a menu system to choose what each adventurer will do – attack, cast a spell, use an item, etc – and then you simply sit back and watch the results of your decisions. The fights can become quite laborious, so the Auto option is very welcome – if you're fighting an easy foe and are confident of success, this lets the computer decide the outcome of the battle for you. Even handier is the Run option, which lets you scarper when the going gets too tough!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

LET ME SPELL IT OUT...

Only certain characters – such as Wizards and Rangers – have the power to wield magic, and they do so to varying degrees as measured by their Ability Points – the more APs they have, the more spells they can cast. Spells are awarded randomly by the computer as your adventurers grow in skill and experience and rise up through the Levels (which is achieved by killing monsters) and, as you might expect, the higher a character's Level is, the more awesome the spells are likely to be.



THE INVISIBLE MEN!

Unlike Zelda or Secret Of Mana, the enemy monsters don't actually show up on-screen. As you wander around the countryside and delve in the dungeons, the nasties can attack at any time and without any kind of warning – one second you're on the map screen, trotting around quite happily, and the next you're on the combat screen, engaged in a life-or-death struggle. To be honest, I wasn't that keen on this aspect of the game – surely you should be able to choose whether you want to fight or not? It wouldn't be quite so bad if these chance encounters were few and far between, but they're not – sometimes you've barely had a chance to move an inch before yet another band of goons ambushes you. This gets particularly annoying when you simply want to get from A to B to try out an idea or talk to a certain character.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

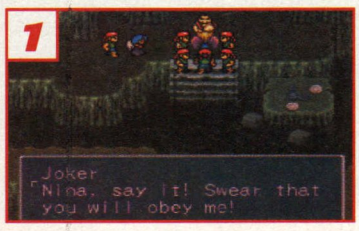
TALK SENSE, DAMMIT!

Breath Of Fire 2 was developed by Capcom in Japan, but sadly it seems like the in-game text was translated by someone whose native language was neither Japanese or English – some of the stuff the characters spout is strange to say the least, although generally it's not *too* hard to understand the gist of what they're really trying to say. This sloppy translation work is a bit of a pity, because it makes the game feel rushed and a little cut-price.

(LEFT) The entrance to Jean's home of SimaFort.

THAT DARN KATT!

Your aim is to defeat a horde of evil demons breaking across into your dimension. However, that's easy to forget as you play 'cos there are dozens of sub-quests to get involved in, all of which are unrelated to the main thrust of the plot – like this one...



(1) Nina has gone looking for her kidnapped sister and in the process got herself caught by Joker and his bandits... (2) You and Katt decide to help out... (3) Katt leaps in and grabs Nina's sister... (4) Joker sets his band of ugly goons on you... (5) Luckily you win out and crush Joker beneath an avalanche!!

THE ONLY WAY TO TRAVEL!

Your party will have to do a lot of exploring before they achieve their destiny, so how you get from place to place is pretty important. At first your party have no choice but to travel everywhere on foot, a slow and boring mode of transport that leaves you vulnerable to attack by wandering monsters. However, once Jean the Frog Prince joins your crew things start to pick up, 'cos he has the ability to mutate the team into a giant leaping frog! Later on it gets even better – if you manage to wake Grandpa the whale from his demon-induced sleep, he'll thank you by ferrying you anywhere on the world map whenever you want!

MEET ME MATES!

There are eight characters who will join you. Each has their own special powers, all of which will have to be used in the quest.

THE HERO

The Hero is a strong and independent young chap. A born leader, he is blessed with the mysterious powers of the dragon – a fact that will make him a vital figure in the war against the demons.

KATT

Katt spent her early years fighting in the gladiatorial arena, so her combat skills are truly formidable. Her worst trait is she acts without thinking, so she often gets into trouble!

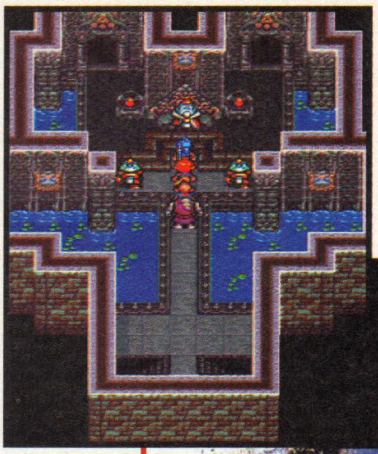
NINA

Nina is an exiled Princess from the cloud city of Windia. Although she's crap in a straight punch-up, she compensates for her physical weakness with some fab magical skills.

BOW

Although something of a thief and a rogue, Bow is the Hero's best friend – the two of them have been pals since childhood. Bow is famed as a hunter and a whiz at using his trusty bow.

Jean is famed as a top chef, so the Princess has an idea – Jean and the imposter will have a cookery compo, and whoever is the best must be the *real* Jean. Yeah, that'd stand up in court.



The King is no use in helping prove Jean's innocence – he seems to be under some sort of a spell and spends all day sitting on his throne, talking nonsense to himself.

Ah, the smallest room. It's good to see that Breath Of Fire 2's map designers have thought of every detail. Don't laugh, though – there's one bit in the game where you have to dive around the U-bend and battle a monster in the sewers beneath the loos! Honest!

JUMP TO IT!

This is the island city of SimaFort, the home of Jean the Frog Prince. At least, he *used* to be a Prince – an imposter has taken his place and has had Jean thrown in prison, claiming that *he's* the imposter! What a carry on! Can you help justice prevail?

The people of SimaFort are worried – they know that the Prince isn't the same man he used to be, but the King's worse than useless and the 'new' Prince rules with such an iron fist that they're powerless to do anything about the situation!

RAND
Rand is possessed of great strength, and is extremely resilient to enemy blows. He can also cast spells, although he's no magician. Brave and honest, he's a very worthy member of the team.

STEN
Once an elite warrior, Sten now earns an honest crust performing as a street entertainer. He enjoys a joke – although his opponents soon stop laughing when they see him in action!

JEAN
A chivalrous and good-hearted swordsman, Jean has a tendency to be a bit self-absorbed and oblivious to what's going on around him. His special power is very handy, though...

SPAR
Spar is a denizen of the woods and the forests, and has the weird ability to talk to plants! Although strangely calm and unemotional, he's also very strong, brave and totally reliable.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COME ON OVER TO MY PLACE!

About halfway through the game you and your chums establish a town called (imaginatively) TownShip, a little place away from it all where you can go to rest, relax and replenish your hit points. During the course of the game the town slowly grows bigger, meaning you can invite some of the many people you meet on your travels to come and live there. The good thing about this is you can then visit your new tenants and use their skills. But don't be too hospitable – some peoples' skills are nigh-on worthless!

This is the most important house in the town – it's the place where you and your friends live. Your party can only have a maximum of four members in it at any given time, so anyone left out of the action stays here. It's also a good place to top up your hit points when you're feeling battle weary.

One of your first tenants is this kindly old witch and her beautiful daughter. Their speciality is combining souls, a mystical technique which lets you mix the skills and abilities of two characters. It's worth experimenting here, as you can get some pretty amazing and very powerful results.

Oh dear, this wasn't one of my better decisions. I took pity on this old fart and asked him to come and stay in TownShip, but all he ever does is ask me stupid riddles all day! Trouble is, I haven't got the heart to kick him out to make room for somebody more useful...

This bloke knows the best hunting sites in the area, where it's so over-crowded with wild boar and deer that even a one-eyed fool with a catapult could hit something. A very handy bloke to visit when your party is feeling a bit peckish...

This chap is a top fisherman who knows secret places where the water is teeming with tasty fish, so much so that they're practically jumping out onto dry land. Make sure you've brought your rod and some bait with you...

...MENT

DAVE

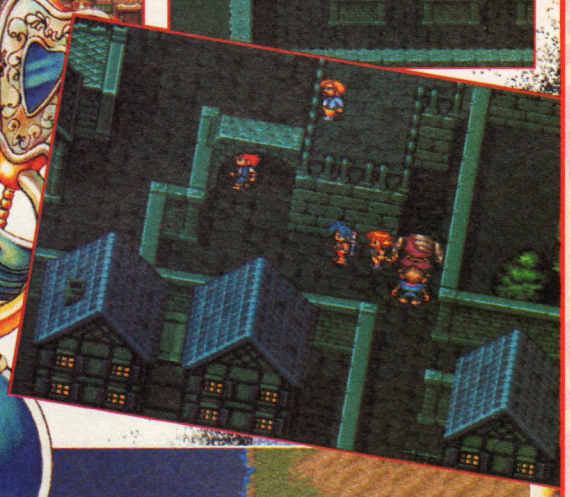
I enjoyed BOF2 a lot – in fact, for a whole week I didn't do anything but play it non-stop. But there are a few minor faults that really grated on me. The dodgy translation work is an obvious one, as is the fact that it's impossible to avoid getting into a fight every five seconds. It's also not quite as 'epic' as you feel it ought to be – some quests are a bit trivial, and you never feel like events are building towards something really major. If you're already partial to this sort of thing then there's no doubt that you'll love it and forgive it its little trespasses like I did. However, it's not one to cut your RPG-ing teeth on by any stretch of the imagination.

(LEFT) This adventure is starting to drag-on a bit! (Geddit!?!)

A carpenter lives here, and he's the one who had the bright idea of turning your humble home into a town. As long as you keep him supplied with cash, he'll keep building new houses. He also plays a mean game of Othello – if you manage to beat him you could win some top-of-the-range weapons!

TIME MARCHES ON!

One of Breath Of Fire 2's neatest touches is the way time passes – as the days turn, the screen changes colour to reflect whether it's dawn, midday, dusk or darkest night. But this isn't just a cosmetic feature, because what time of day it is also affects what you can do. Some characters might only come out at night, for example, while there's no point trying to buy weapons and provisions in the early hours of the morning because all the shops will be shut!



(ABOVE-RIGHT) See day to night – amazing!!!

LOOK WHAT I CAN DO!

Some of the characters have special abilities which are vital to your quest. The green-gilled Jean, for example, can turn the whole party into a giant frog, which lets you cross rivers and so reach areas of the world map that would otherwise be secret. Monkey-boy Sten, on the other hand, has some ridiculously long arms, and by stretching them out he can help the party clamber across small gaps and fissures in the map.

GONE FISHIN'...

After you've fought some wandering monsters it's wise to keep an eye out for a new feature on the map, such as a bush fluttering in the breeze or a tiny fish hopping in and out of the water – these are signs that you can go hunting or fishing for health-restoring food. To take part in the hunting sub-game you must have either Katt or Bow in your team – the aim is to hit the skittering animals twice to make them release their goodies. On the other hand, only the Hero can go fishing so long as he's got a rod and some bait in his backpack – here the idea is to cast the line using a 'Stop the power-bar' technique and then to reel in all the leetle feeshies when they bite. As you can probably tell, both these sub-games are pretty feeble – although there are some valuable secrets to be discovered if you persevere...

COMMENT

SIMON After the lush delights of Secret Of Mana 3 which I reviewed last month, BOF2 came as a slight disappointment, exhibiting none of Squaresoft's graphical class or brilliant gameplay. I really hated the way the monsters attacked you without warning, and the combat system itself was too much like hard work for my liking (and I've never liked hard work, as Dave and the boys will tell you). I thought it was tough playing SOM3 with Japanese text, but it's almost as hard trying to decipher what the characters are trying to say in BOF2 due to the poor translation. (Alright, it's not quite that bad, but it's still pretty crappy!) If you're into this sort of thing then I suspect nothing I say will stop you from buying and enjoying this, but less fanatical RPGers should beware.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 82

▲ Standard RPG fare, though the sprites are cute and the backdrops pretty.

▼ Not exactly spectacular – even the spell effects are a bit dull.

SOUND — 84

▲ Nice enough, but strangely familiar...

▼ ...Hang on – these are MegaMan tunes!

PLAYABILITY — 84

▲ Easy to get into and it's always reasonably obvious what your next task is.

▼ The frequent and unavoidable wandering monster attacks get tiresome.

LASTABILITY — 93

▲ An epic quest and a challenge for RPG lovers.

▼ Once you've finished it, will you ever play it again? Unlikely...

OVERALL — 85

Not *quite* on par with the likes of Zelda or Secret Of Mana, but still a welcome treat for British RPG fans starved of top-quality questing.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: CAPCOM
- PRICE: MARCH
- RELEASE: £54.99
- GAME TYPE: BEAT-'EM-UP
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2 Players
- HEAD TO HEAD: Co-op play.
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Difficulty/config.

GAME INFO

- GAME ORIGIN: Third in the Final Fight series which came from a coin-op hit.
- GAME DIFFICULTY: Far too blinkin' easy!
- SCORE TO BEAT: Complete the game with one arm tied behind your back.
- ALTERNATIVES: Final Fight, Final Fight 2 and, recently, Spawn and Separation Anxiety.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Not used

A — Special move

B — Jump

Y — Attack

L/R — L: Hold direction
R: Hold direction

S — Start: Start/Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: MARUBENI
- MADE IN: JAPAN
- ARTWORK: © CAPCOM

The original Final Fight was – and still is – a classic. For those that don't remember, it was the first beat-'em-up to hit the Super NES, way back in the days when Streetfighter 2 was little more a twinkle in Capcom's eye. Unfortunately FF2 was a major disappointment, despite the addition of a two-player mode. And now here's Final Fight 3 – but is it a return to form? Let's take a look and find out...

For those who remember the two previous Final Fight epics, the Mad Gear Organisation will need no introduction. For those that don't, let me explain: they're the motley collection of bad dudes with dodgy haircuts and ever dodgier dress sense who kidnapped Mayor Mike Haggar's daughter in the first Final Fight, forcing the bemuscled Mayor to take the law into his own hands and battle single-handedly to rescue her. That time Haggar was victorious, but not to be outdone, the Mad Gear guys returned to cause more chaos in FF2. However, once again their plans were thwarted and they retired, battered and bruised. Now a new and even deadlier threat stalks the violent streets of Metro City. Are you ready to rumble?

GETTING WILD IN THE STREETS!

If ever there was a case of doing a job a bit too well, then this is it. You see, once the Mad Gear Organisation had been wiped out there was no-one to control the underworld, so all the rival gangs began to fight amongst themselves for supremacy. One group began to emerge above the others – the Skull Cross Gang. Unimpressed by the Mad Gear Organisation's oh-so-pitiful attempts to control Metro City, they decide that now is the time to make their presence felt...

MAYOR I OFFER MY ASSISTANCE?

You'd think that being a mayor would be a real bore. Let's face it, your average mayor spends all day being chauffeured around, opening fetes and supermarkets and waving to a few of the local peasants, before sodding off back to his mansion. Well, luckily for us Haggar isn't yer run-of-the-mill mayor, as you're about to find out. Haggar doesn't work alone – he's also recruited three top warriors to help him wipe out the threat from the Skull Cross Gang...

MAYOR MIKE HAGGAR

Mayor Mike Haggar is one of the longest-serving characters in the Final Fight series. With his long hair tied back in a ponytail he looks more like a wrestler than a mayor – not that I'd dare tell him that to his face. His brute strength more than makes up for his lack of pace (not that he's ever run from a fight).

GUY

Boyfriend of Mike's daughter, Guy missed the second ruck with the Mad Gear because he was away undergoing some special training. Luckily for the good people of Metro City, he's returned just as the Skull Crosses start causing mayhem and has learnt a few new tricks that'll help him tackle the baddies.

Final Fight 3

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

COME AND 'AVE A GO!

As well as the bosses that greet you at the end of every level, there are a host of baddies just hanging around, waiting for you, so that they can pounce and pound you into the ground. Just like yourself they have a vast range of special attacks ranging from neck biting (a speciality of the long-haired dwarf creatures) to a clawed hand swipe (courtesy of the Vega clones). Watch our for the soldiers that run on the screen, drop a bomb and then leg it before it goes off!

NOW... I... HAVE... THE POWER!

In the bottom-left corner of the screen there's a small power gauge: the more the enemies are pounded into the ground, the more the gauge fills up and, once full, it changes into the word 'Super'. This now allows the player to pull off what's called a Super Mega Crush. All the characters have their own Mega Crush, which produces an array of hits in quick succession. If performed at the right time the results can be totally devastating.

LUCIA

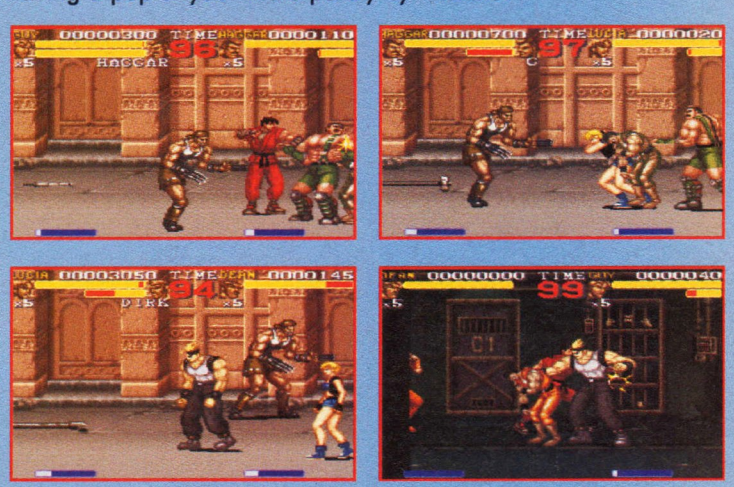
Lucia is a member of the elite Special Crimes Unit who offers her assistance to help Haggar control the rioting. Don't be fooled by her good looks and mild manner – beneath that attractive exterior lies a highly trained ninja blessed with devastating special moves that can take out even the biggest, strongest bloke.

DEAN

Much mystery surrounds Dean when he first enters Haggar and co.'s office and offers to take them to the gang's hide-out. Later on you learn that he used to be a member of a rival gang until the Skull Crosses asked him to join them. When he refused they killed his family – and now he wants revenge!

WILL YOU LEARN TO CO-OPERATE!?

As well as the standard one-player mode, there are a couple of two-player modes which add a little extra excitement to the game. The first is Two-Player Auto, in which the computer takes control of a hero and assists you in your quest to find the boss of the Skull Cross Gang. The other is Two-Player Hindrance, which allows you to beat up on the other character. It's quite a novel idea, if not the most practical, as it can be quite difficult to avoid having a pop at your mate purely by mistake.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SIX OF THE BEST!

FF3 consists of six levels, each of which is broken down into three stages. You know you're going to meet some bad-ass at the end of the level, so let's take a look at the lumbering idiots that dare come up against you...

CALLMAN

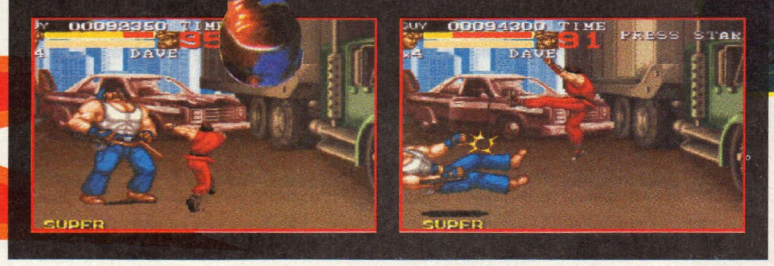
This ex-bouncer likes nothing more than cracking heads on a Friday night. For such a large bloke he's surprisingly nimble on his feet. His main attack is a shoulder charge, which bulldozes everything in his path.

CAINE

Caine is a bit of a down-and-out who spends all his time roaming around the city scrapyard. Armed with a large spanner and a punch that'll send you reeling, he's a clumsy oaf who's fairly easy to dodge if you're nimble.

DAVE

Big bad Dave (and I don't mean 'our' Dave) used to be a cop until he was tempted into the world of crime. He uses his bulk and mass to good effect by jumping up and trying to squash our heroic quartet.



STRAY

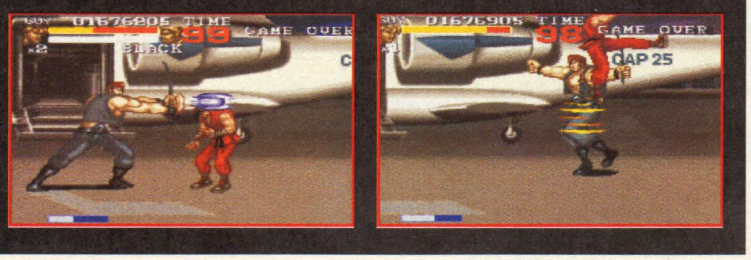
What Stray lacks in strength he more than makes up for in agility. He's lightning quick and has a tendency to jump off the screen and to pounce down on you when you least expect it. Best to keep moving and launch attacks as and when possible.

WONG

Wong is a beefy bloke from the kitchens who's armed with a chain that he frequently swings in your direction. He has a charge attack similar to that of Blanka from the Street Fighter games, in which he coils up and rolls towards you in a ball.

BLACK

The leader of the Skull Cross Gang who knows just about every dirty trick in the book and has an arsenal of moves from Street Fighter 2. To destroy the gang you have to take him down – unfortunately, that's easier said than done!



COMMENT

SHAUN

Final Fight was pretty damn good, only being let down by its lack of 2-player mode. However, while Final Fight 2 boasted that much-needed feature, mysteriously it lost much of FF1's entertainment value. Sadly, FF3 is the same. Although the graphics are quite nice, the game offers zero challenge – no joking, the game can be easily completed on your first go by repeatedly tapping the punch! The special moves are too easy to pull off too, and often seem to happen at random. Don't be fooled by the graphics – FF3 is strictly for Final Fight fanatics only. You have been warned.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS

83

▲ Good-sized characters each boasting a wide range of moves and detailed backgrounds.

▼ Characters lacking in animation.

SOUND

59

▼ The sound effects are pretty wimpy and the music is annoying and repetitive.

PLAYABILITY

68

▲ Easy controls, and the special moves should be familiar to any beat-'em-up fan.

▼ Success is simply a case of tapping the punch button repeatedly!

LASTABILITY

53

▲ Four difficulty settings.

▼ How long is this going to take to complete if there's no need to block or activate special moves? Only the boss characters offer any serious challenge.

OVERALL

61

It's obvious why Capcom dropped the word 'Tough' from the title 'cos that's one thing this game ain't! Final Fight 3 may look quite nice, but it's definitely one for fans only – and even they might come away disappointed.

I NEED A PICK-ME-UP!

All that fighting can wear a man out. Luckily for our four warriors most of the barrels that are strategically placed around the levels contain items that will help them...

CHICKEN LEG
Restores 50% of energy lost.

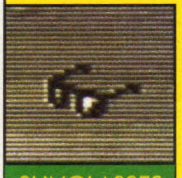
BARBECUE
Restores 100% energy.

FLOWERS
1,000 bonus points.

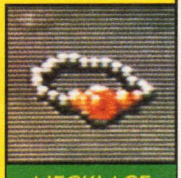
GOLD BARS
10,000 bonus points.

FRIES
Restores 25% of energy lost.

HOTDOG
Restores 25% of energy lost.



SUNGLASSES
1,000 bonus points.



NECKLACE
5,000 bonus points.

I LOVE THE SOUND OF BREAKING GLASS...

Dotted throughout the game are bonus rooms which usually contain items to help you on your travels. Most times the secret rooms can be opened by simply throwing enemies into doorways and windows. There are also a couple of special bonus stages containing a multitude of points up for grabs. Here we see Guy trying to break as many oil drums as possible in 30 seconds – each drum destroyed is worth 500 points.

COMMENT

DAVE

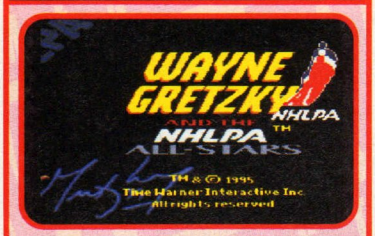
I loved the first Final Fight, but even speaking as a fan I can't recommend this. Perhaps I'm just looking back through rose-tinted glasses, but I remember the FF games being quite satisfying to play. But FF3 is so easy it beggars belief, and where's the skill in pummelling a punch button? Sure, it looks good (although the animation is basic) and it's fun while it lasts – the trouble is, it only lasts about two hours! For its past glories the FF series has rightfully earned itself a place in the Beat-'Em-Up Hall Of Fame, but perhaps it's time that this old pro hung up its gloves and retired from the ring.

YOU USED TO BE TOUGH...

You may remember that two issues ago we looked at a similar-sounding Japanese beat-'em-up called Final Fight Tough. Well, you'll no doubt be amazed to learn that Final Fight Tough and Final Fight 3 are one and the same game – it's simply been renamed for the US and UK markets. I wonder why...?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: TIME WARNER INT.
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SPORTS SIM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes/co-op
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Usual sporty ones.

GAME INFO

- GAME ORIGIN: Yet another stupid invention from the other side of the Atlantic.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Beat the LA Kings 3-1
- ALTERNATIVES: NHL 96, Brett Hull Hockey, Mario Lemieux Hockey.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Shoulder charge

A — Face-off/Slap-shot

B — Pass

Y — Wrist shot

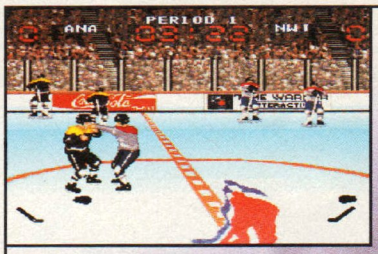
L/R — L: Not used
R: Not used

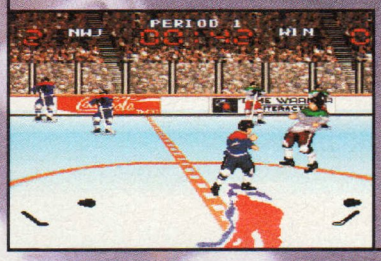
S — Start: Pause
Select: Not used

GAME CREDITS

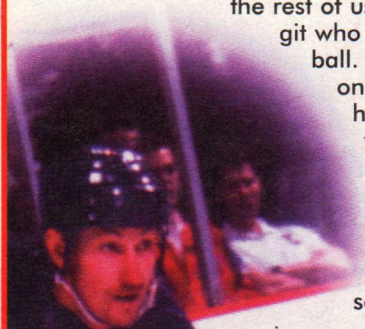
- DEVELOPED BY: TIME WARNER INT
- DISTRIBUTED BY: TIME WARNER INT.
- MADE IN: USA
- ARTWORK: © TIME WARNER INT.

What is it with these American sporting heroes that they have to endorse every single product going? If it's not enough that they earn millions a year just by playing stupid games (a bit like us, I suppose), they then go and prostitute themselves by promoting any product going. They'd probably plug ant killer if they thought they could make a quick buck...





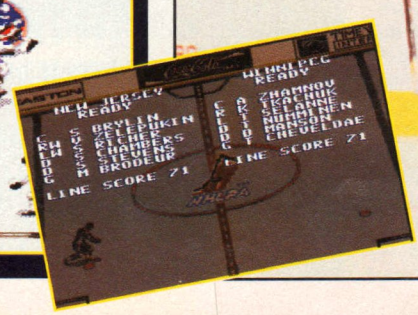
They do things slightly differently in the land of the Stars & Stripes. Over there a big sports star is a hero to pretty much everyone, and not just to the supporters of the team they happen to play for. Over here, of course, it's very different. Take Cantona, for example: to Manchester United fans (you know – the ones who watch the games on Teletext because they live hundreds of miles away from Manchester, all have southern accents and only support them because they win things all the time) he's revered as a god, while the rest of us think he's just a dirty stinkin' French git who should have been kicked out of football. Anyway, I digress. Wayne Gretzky is one such universally-loved All-American hero, an ice hockey-playing legend who ranks up there alongside other famed ice slicers such as Brett Hull and Mario Lemieux. Of course, they've both had games released about them, and now it's time for Gretzky to skate onto the ice. Let's see what he has in store for us...

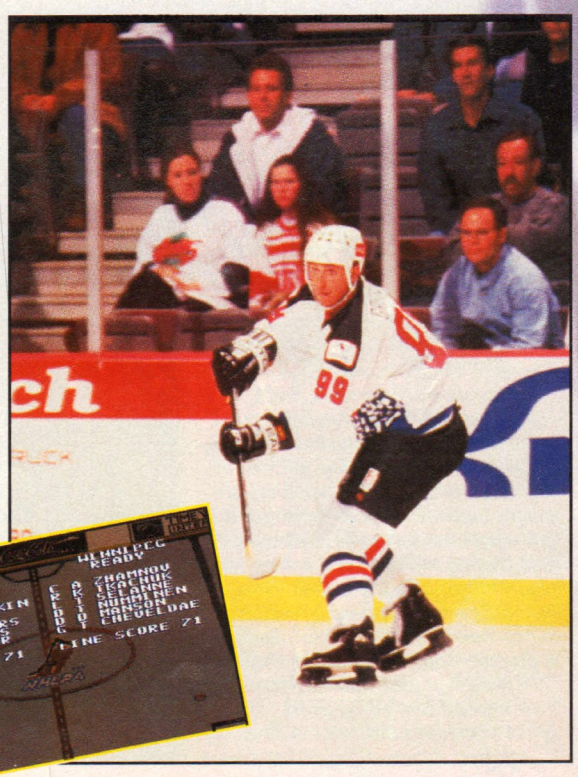


WAYNE GRETZKY AND THE NHLPA ALL★STARS

YOU'RE SKATING ON THIN ICE!

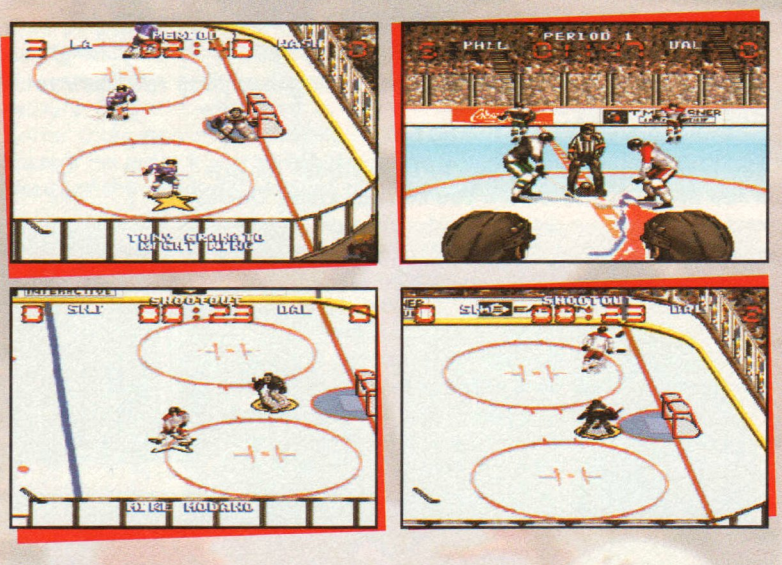
This being a sports game you've probably guessed (correctly, as it happens) that it's going to be full of gameplay options, but luckily for you I'm not going to dwell on them for too long. I'm just going to let you know that there are the usual Exhibition and Season modes, as well as a Just Play option for those of you who just want to pad up and get on the ice without any laborious farting around before the face-off. In addition Gretzky features all 26 teams from the NHL, as well as six All-Star teams from around the world.

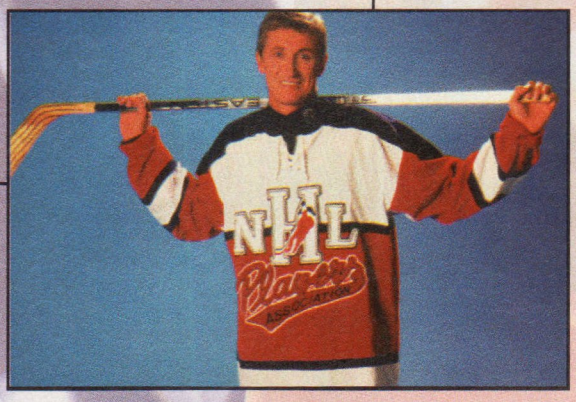




JOLLY HOCKEY STICKS!

Gretzky allows you to customise the game to suit your individual style. Those of you out there who think you're a bit tasty in a ruck can keep the fighting option on, as well as change the tactical set-up from Defensive to either Aggressive or Roughest. There are also four play modes which vary the 'seriousness' of the game: Simulation mode allows serious hockey buffs to play with all the official NHL rules in place, whilst Arcade mode allows you to engage in some gratuitous rough-n'-tumble without the ref pulling you up every two minutes.





PRACTICE MAKES PERFECT!

Fed up with your butt getting completely whipped every game? The best way to improve is to go back to basics and train hard. Practice mode allows you to brush up on three specific areas of the game. The first is Face-Off, which is a bit of a waste of time as there's only ever a fifty-fifty chance of you winning it no matter how much you practice. The second is Team Practice, which gives you five minutes on the rink with only a keeper as the opposition. The last is Shoot-Out, a straight one-on-one with only the keeper to beat – each player has 25 seconds to get their shot off and has five attempts to score.

NEVER HEARD OF HIM!

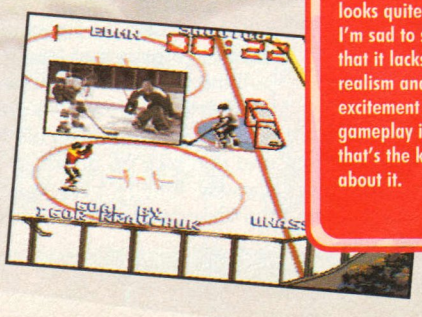
You may well be quite a few people out there wondering who the heck Wayne Gretzky is. Well, me enlighten you. Our Wayne plays for the Los Angeles Kings and is the highest point scorer in NHL history. He has also won the Stanley Cup (our equivalent to the Premier League) on four occasions. Impressed? You should be!

STATS ALL YOU NEED!

As well as being endorsed by Gretzky, the game is also produced with the support of the NHLPA (National Hockey League Players' Association) so you know what that means. Yup, you guessed it – the comprehensive stats of all 600 players in the NHL. Take it from me, Gretzky's got everything you didn't want to know about every single player, from the big-name stars to the insignificant bit-players who spend all year on the bench, only to come on in the last period of the match with 30 seconds to play and their team already up by 10.

THE REF'S DECISION IS FINAL!

The look of the game is pretty impressive. The game is played using a side-on viewpoint, and the players are 20% bigger than the ones in NHL 96. The voice of the referee has been digitised and the crowd loudly voice their opinion on every decision he makes. Probably the neatest touch in the game (which is slightly unfortunate, because it has no major effect on the gameplay) is the use of video footage from real NHL games which pops up to illustrate the referee's decision and celebrate big game events, such as you scoring a superb goal or brutally clubbing someone to death with your stick.



COMMENT

SHAUN

Although it seems that EA have cornered the market as far as sports games are concerned, that's not quite the case. Take ISS Deluxe and Quarterback Club, for example – both are proof that other companies can beat EA at their own game when they put their minds to it. Sadly, however, Gretzky isn't about to join that select group – it's not a patch on NHL 96. It just hasn't got the subtlety of EA's sim. The players struggle to stay on their feet at the slightest whiff of pressure from an opponent, and they all skate round the rink at the same pace with no bursts of acceleration or quick stops. The passing is too mechanical, and shooting really does seem to be a case of hit or miss. Gretzky is the biggest name in the NHL, so it's a shame that the game bearing his name doesn't live up to his reputation.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

78

▲ Large sprites, and the video of real NHL action looks dead impressive.

▼ Despite their size, the sprites lack any real detail or realism.

SOUND

64

▲ Good use of digitised speech from the ref.

▼ The sound effects are muffled and the crowd struggle to create any real atmosphere.

PLAYABILITY

69

▲ Quite easy to get into, with enough gameplay options to suit your style.

▼ Lacks realism – there's no acceleration, fake shots or quick stops.

LASTABILITY

76

▲ The 84 games in each season ensures a long life; there's also a excellent four-player mode.

▼ Good chance you'll give up way before the end of the season.

OVERALL

67

While Gretzky looks quite nice, I'm sad to say that it lacks the realism and sheer excitement of EA's NHL games. The gameplay is very average – and that's the kindest thing I can say about it.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Magical Quest 3 Starring Mickey Mouse & Donald Duck

CART SPEC

- BY: CAPCOM
- PRICE: N/A
- RELEASE: IMPORT ONLY
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2 players
- HEAD TO HEAD: Yes – co-op
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Player select

GAME INFO

- GAME ORIGIN: The most famous mouse of all time in his third adventure
- GAME DIFFICULTY: Easy
- SCORE TO BEAT: Reach Pegleg Pete
- ALTERNATIVES: Mickey's Magical Quest, Yoshi's Island, Diddy's Kong Quest

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent

X – Not used

A – Change into costume

B – Jump

Y – Pick up/Throw

L/R – L: Select costume R: Select costume

S – Start: Start/Pause Select: Not used

GAME CREDITS

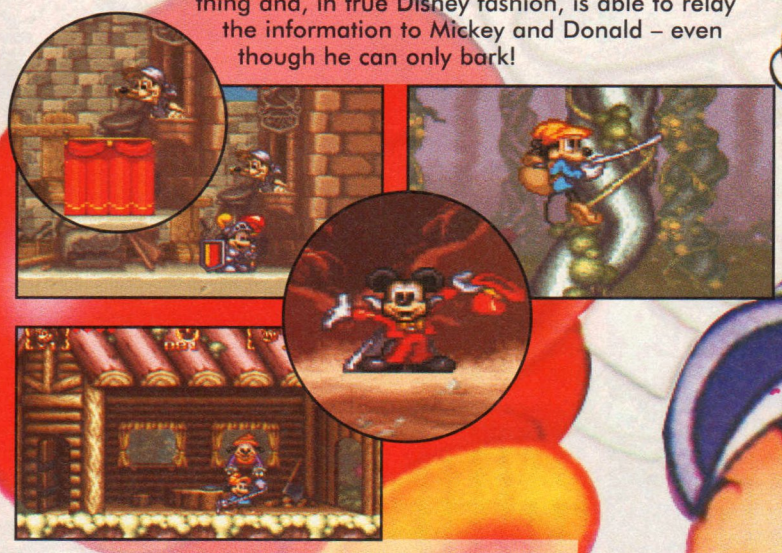
- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: IMPORT
- MADE IN: JAPAN
- ARTWORK: © WALT DISNEY

Fed up with finishing moves and ultra combos? Need to get away from the blood and gore of Doom? Okay, let's go to the wonderful world of Disney where all day long our favourite furry friends do nothing but play and have fun. Or do they?

Magi

Starring MICKE

You know what it's like, you turn your back for just a few seconds and before you can say Huey, Dewey and Louie they've disappeared. And that's exactly what happens in Don and Mick's third platform romp when the mischievious crispy ducklings find a magical book. Unfortunately for the threesome, as they flick through its pages a giant hand reaches out and duck-napps them! Luckily for our intrepid heroes, Pluto sees everything and, in true Disney fashion, is able to relay the information to Mickey and Donald – even though he can only bark!



I LIKE A DUCK IN UNIFORM...

It doesn't take too long for Mickey and Donald to realise that if they don't have some help finding their missing relatives, there's a chance the trio will end up nicely roasted on someone's dinner plate. Good job then that everyone they bump into insists on lending a helping hand. Both mammal and bird start out with no special powers, but once they've completed the first world they're rewarded with new costumes which contain hidden powers. One thing to be aware of is that it's not always the costume that you're rewarded with at the start of the level that'll be the one you use against the end-of-level thug.

I'M COINING IT IN!

What platform game would be complete without loads of hidden bonuses – or is that boni? Who cares? Just get Mickey or Donald to pull the chain from the large box to collect an array of goodies. Hidden throughout the game are shops which allow M&D to purchase goodies to help them on their travels. Sometimes they strike it lucky and can pick up goods at half-price and occasionally, if they're really spawny, they're free! There are also bonus games which give our duo the chance to win bonus hearts, coins and extra lives. Oh joy!

COMMENT

SHAUN

Sad but true, MQ3 follows the same linear path as all the other Mickey Mouse games. Okay, there are costumes that give you special powers, yet you find that only one suit's any good when it comes to beating bosses. And as you're given an infinite supply of continues, MQ3 is pretty simple, easy-to-finish stuff. Bearing in mind there are only seven worlds with two stages a level, it isn't going to take long to complete M&D's romp. I can't see this being much of a challenge even for new or younger players. It all looks very nice, but I think it's about time Mickey and Donald went back to DisneyLand and left video games to the experts – like Mario perhaps?

cal Quest 3

Y MOUSE & DONALD DUCK

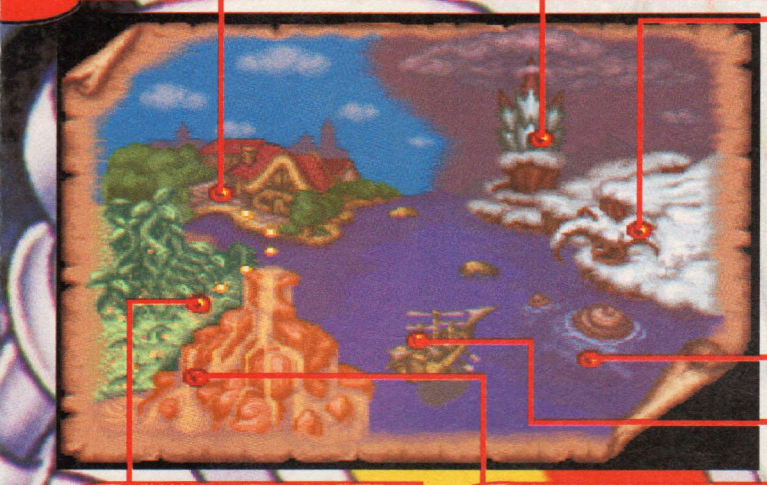
REVIEW

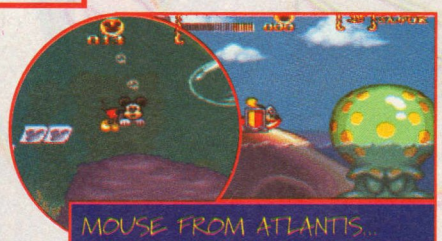
SUPER NINTENDO ENTERTAINMENT SYSTEM

OUT OF TOWN...
The adventure begins in a small but busy town. Mickey and Donald have to watch out for the guards that patrol the highstreets as well as crows, scarecrows and bizarre corn-on-the-cob-monsters!

INSIDE THE CREEPY CASTLE!
Here the duo are confronted by fire-spitting statues and a fiery floor that gets Don and Mick hot-footing it up the pillars to safety. And after risking being barbecued they have to face the wrath of Pegleg Pete!

A WINTER WONDERLAND...
M&D have to get their ropes out for the lads as there are several trees that have to be climbed to reach this icy mountain's summit. Once at the top a giant Yeti greets you with his freezing breath attack.





MOUSE FROM ATLANTIS...
Now our deadly duo have to swim from one island to another. Look out for the large air bubbles that float to the surface, otherwise it's down to the depths of the ocean for Dickey and Monald. Then it's through a watery cave and scrap with a spotty octopus!

THE ENCHANTED FOREST!
Having escaped the town, our titanic twosome find themselves in a magical forest. Weeping willows spray out their seeds in a bid to slow down the duo as they swing from tree to tree before facing a final battle is against a giant flower which also spits out seeds.

DOWN IN THE DESERT...
Level 3 takes place in the desert. Here M&D have to watch out for scorpions and a skeleton mini-boss that won't make any bones of seeing you perish in the heat. There are also lethal pools of quicksand and a host of evil creatures lurking under the ground!

SHIP AHOY!
Now our brave heroes have to seize command of Pegleg Pete's boat so that they can reach islands further away. Keep a weather eye out for the host of lizards and pirates that loiter around the deck as you seek out the Captain of the ship – Pegleg Pete himself!

TWO'S COMPANY

Not only are players able to play as either Mickey or Donald, but there's also a 2-player co-op mode, in which both characters can either work together and gang up on the enemies or try to nick all the goodies from each other as they open up the large boxes containing coins, apples and extra lives. It's just a shame they can't wind each other up and kick the stuffing out of one another.

COMMENT

SIMON

When you first see Mickey's latest you'd be forgiven for thinking 'Hot stuff!' because graphically MQ3 looks as though it's been lifted directly from the Disney Club. However, all that glitters is not gold – not only is Capcom's platformer very linear but it's far too easy to complete. Admittedly it's been aimed at a very young audience, but you'd have to have webbed hands and the brain of a mouse not to be able to stroll through this basic stuff. Really this all getting a little tired – if you ask me, Disney's megastars should stick to the animated capers that's made 'em what they are today.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE				■
REFLEXES			■	
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK				■
MONTH			■	
YEAR			■	

GRAPHICS

86

▲ Clear, bright and cute – pretty much what we've come to expect from Disney games, but still impressive all the same. The intro and between-level sequences are also impressive.

SOUND

85

▲ Nice, jolly tunes which keeps a smile on your face and cute sound effects.

▼ No screams of pain when an enemy dies but what do you expect from a Disney game?

PLAYABILITY

84

▲ Great game control and the two characters play slightly differently for a greater challenge.

▼ A couple of the characters that Mickey and Donald change into are frustrating to get to grips with.

LASTABILITY

72

▲ Seven large levels comprising of two stages and two bosses to defeat.

▼ Infinite continues and a password system for a game with only seven levels is greatly going to reduce the longevity of a game.

OVERALL

78

A cute, fun game to play, but there's little in the way of resistence from most of the bosses. If the game removed the passwords and reduced the continues it would help quite considerably. Definitely one for our younger readers although they may also find it a trifle easy.

REVIEW
GAME BOY

FRANK THOMAS BIG HURT BASEBALL

Grab yer mitt and climb up onto the mound 'cos here comes Big Hurt, hurtling towards us like a fast ball. Well okay, so it's not literally hurtling towards us, but you know what I mean. Oh, just go and take a look at the game, will you?

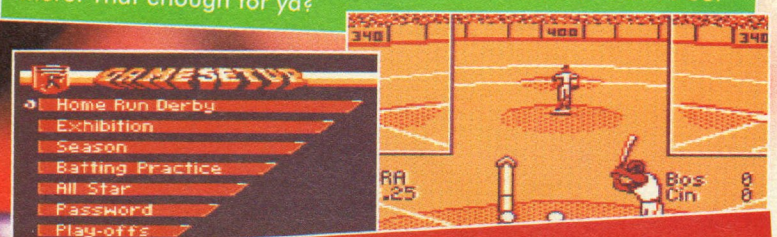
The Super NES version of Big Hurt Baseball scored a very impressive 86% in the December issue of NMS, so by now you should all know who Frank Thomas is. However, for those that missed the issue or have just plain forgotten, 'our' Frank plays for the Chicago White Sox and is one of the biggest names in baseball at the moment. But you probably don't want to hear that much about a bloke who earns more money in a year than we'll probably see in a lifetime, so let's see what his game has in store for us.

WHACK-A-DAY!

Don't know much about baseball? Allow me to explain some basic rules... Every time a batter comes out to the field he lines up over the plate. When a ball is thrown (or 'pitched', as the Yanks would say) it must go over the plate and be missed by the batter to be called a strike. Score three strikes and the batter is out. However, if it goes wide of the plate it's called a ball. Throw four balls and the batter automatically walks to first base. However, if a batter swings at a wide ball and misses, it becomes a strike. And the American say the game is complicated. Honestly, it's as clear as mud.

GOING SLIGHTLY BATTY!

As you'd expect, Big Hurt offers the usual Exhibition, Season and Play-Off modes. However, it doesn't end there – in addition there's something called the Home Run Derby, in which up to ten players compete in a slug-out to see who can hit the most home runs. Then there's an All-Star game, in which the best players from both the American and National conferences battle it out for supremacy. And last but not least there's the option to undertake some batting practice for all you under-achievers out there. That enough for ya?



ON THE MOUND!

After sticking with the same pitcher for four to five innings you may find you're beginning to get belted all around the stadium. This may be your cue to call in a new pitcher. Luckily, at any point in the game you can go to the bullpen (the area where the non-starting players sit) and start warming up two back-up pitchers. When you return to the bullpen a meter appears to show how warmed up the pitcher is. Be careful that you select the right pitcher for that particular part of the game as some of them specialise in starting or finishing.

COMMENT

Do we *really* want baseball games in this country? Couldn't they at least adapt one of them for the UK market and call it something like Sam Fox's Big Girl Rounders or something? I guess not. Still, if you're desperate for some handheld baseballing frolics then you could do a lot worse than this. The graphics are pretty good for Game Boy and there are more than enough gameplay options to keep even the most fickle gamer happy for days.

RATINGS

- BY: ACCLAIM
- PRICE: £24.99
- RELEASE: OUT NOW
- GAME TYPE: BASEBALL SIM
- CART SIZE: 4 MEG

GRAPHICS 84
◆ Pretty realistic graphics for Game Boy.

SOUND 77
◆ Poor – the crowd sounding more like static interference.

PLAYABILITY 83
◆ You throw and hit a ball. How difficult can that be?

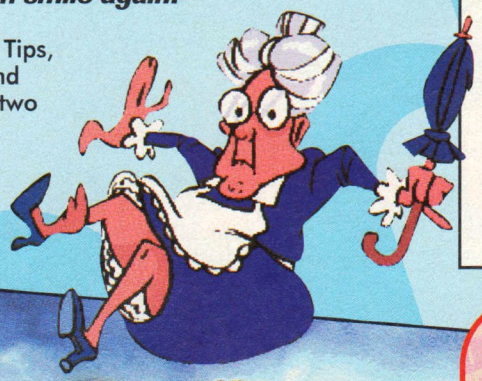
LASTABILITY 85
◆ Lots of gameplay options to keep you amused for hours and hours.

OVERALL 83
If you're interested in baseball then you'll be pleased to know that there's finally a Game Boy sim worth playing. If not, well...

NHS SMALL TIPS

This month in the tips surgery we've plenty of cheats and codes to help you achieve full gaming capacity. We've also got the conclusions to our most excellent Yoshi's Island guide, our ape-tastic Donkey Kong 2: Diddy's Kong Quest guide, and we're also on the home-leg of our Earthworm Jim 2 carry-on. So enjoy, and in the meantime keep sending in those helpful hints. Remember, not only could you win two top Konami titles, but you'll also be putting some poor soul out of their misery and making them smile again!

Send your tips to: I CAN JUST SEE THE TIPS..., Small Tips, NMS, 30-32 Farringdon Lane, London EC1R 3AU. And remember: win Tip Of The Month and you'll receive two (count 'em) free games courtesy of Konami.



KONAMI

LEVEL SKIP
EARTHWORM JIM 2
SUPER NES ★★★★★

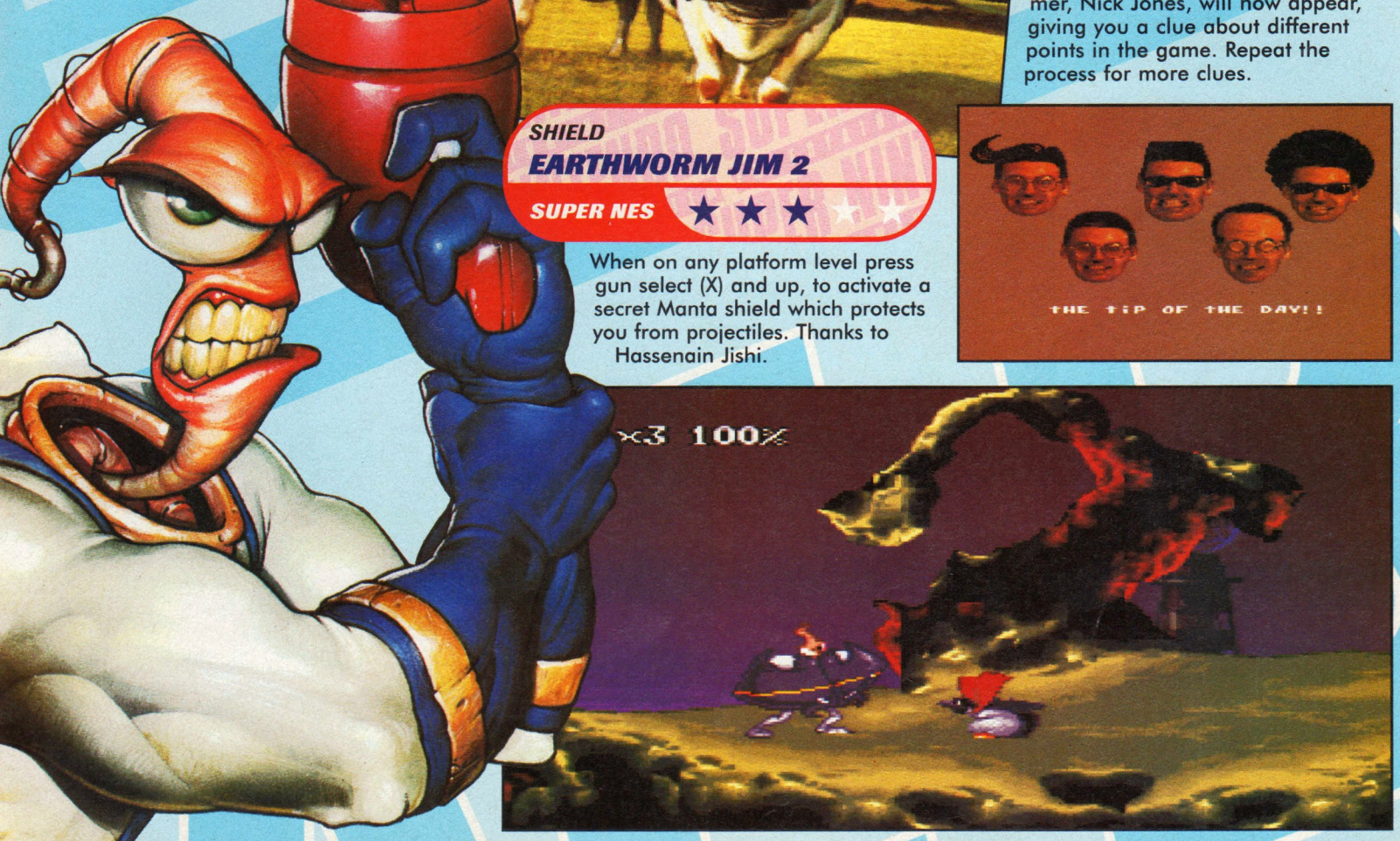
This ace cheat has been sent in by Stuart Britton – well done mate, you've won the Tip Of The Month! To access the cheat, Pause the game and press Select, B, X, A, A, X, B, Select, Unpause the game twice and, hey presto, it's the next level for you, oh wormy ones.

GAME CLUES
EARTHWORM JIM 2
SUPER NES ★★★

Anthony West has sent us this little tip for Earthworm Jim 2. Start the game and press Pause, now enter Y, A, B, B, A, Y, A, B and then tap Unpause. EWJ2's head programmer, Nick Jones, will now appear, giving you a clue about different points in the game. Repeat the process for more clues.

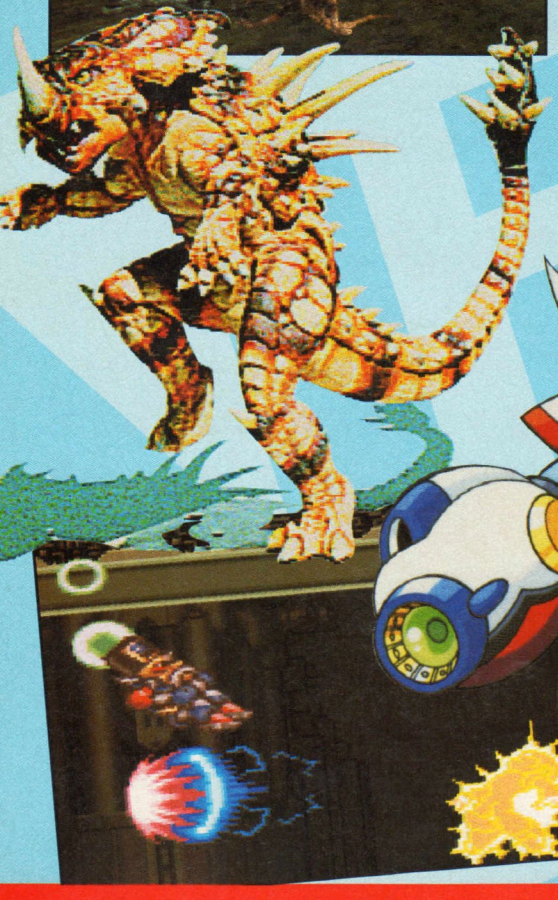
SHIELD
EARTHWORM JIM 2
SUPER NES ★★★

When on any platform level press gun select (X) and up, to activate a secret Manta shield which protects you from projectiles. Thanks to Hassenain Jishi.



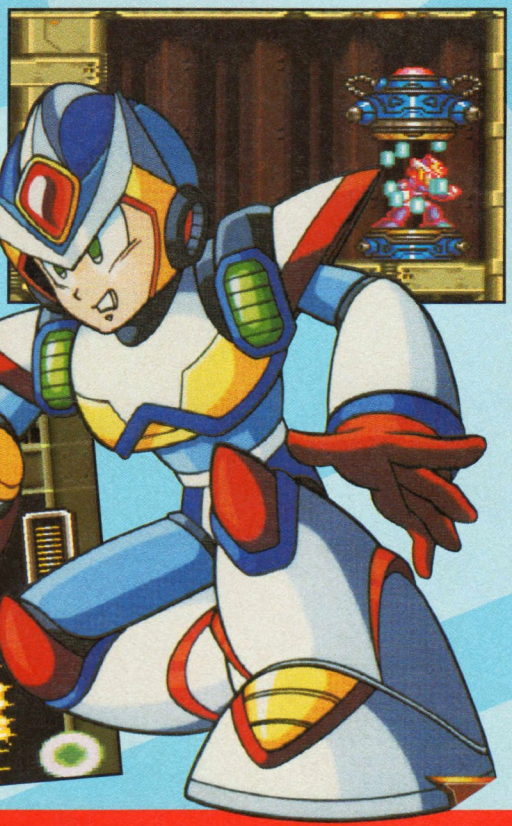
HIDDEN OPTION/CHANGE PLAYER COLOUR
PRIMAL RAGE
SUPER NES ★★★★☆

At the Start/Options/Credits screen press Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right and a new option will appear. When you come to selecting your dinosaur, press Y, B, X, A, together to alter the colour of your player. Much gratitude to A. Michnea for this lil' beauty.



DRAGON PUNCH POWER
MEGA MAN X2
SUPER NES ★★★★☆

To find this rather powerful weapon you must be at the X-Hunter Stage: Part 3 – this is the one with Agile as the guardian. Take the second moving platform to the top of the shaft but don't get off. Instead jump to the platform on the right and stay on until you reach the ladders next to the spiked wall. Jump up onto the ladders and climb upwards and you should reach an extra life. Just to the left there should be two power-ups on a ledge. Now work your way to the right avoiding the spikes and the baddies until you reach an S-bend of spikes. At the end you should find an extra life. Now work your way through and claim that life. Now keep moving and slide down the left side of the wall until you arrive in a secret passage and follow this to find the Dragon Punch. Cheers for that, Marc Bushby!



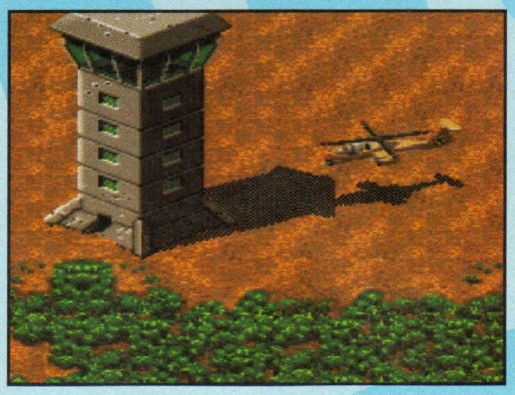
PLENTY OF WONGA
THEME PARK
SUPER NES ★★★★☆

Apologies for last month's error In our tip for Theme Park. We were punished severely for our actions and we kneel before thee and ask forgiveness. The correct method for gaining loads 'o money is to enter TH.L.RCH.... (plus as many dots as is possible). Thanks to Tom Jacobs for saving our hides.

255 LIVES AND WILD BILL CO-PILOT
JUNGLE STRIKE
SUPER NES ★★★★☆

These codes allow you to start any campaign with 255 lives and to have Wild Bill as your Co-Pilot. Smart, eh?

Campaign 1	8B45HP8TNMPT
Campaign 2	8B458P84NMPT
Campaign 3	8B45RP80NMPT
Campaign 4	8B45WP86NMPT
Campaign 5	8B45CP8XNMPT
Campaign 6	8B454P82NMPT



BANANA HINT
DIDDY'S KONG QUEST
SUPER NES ★★★☆☆

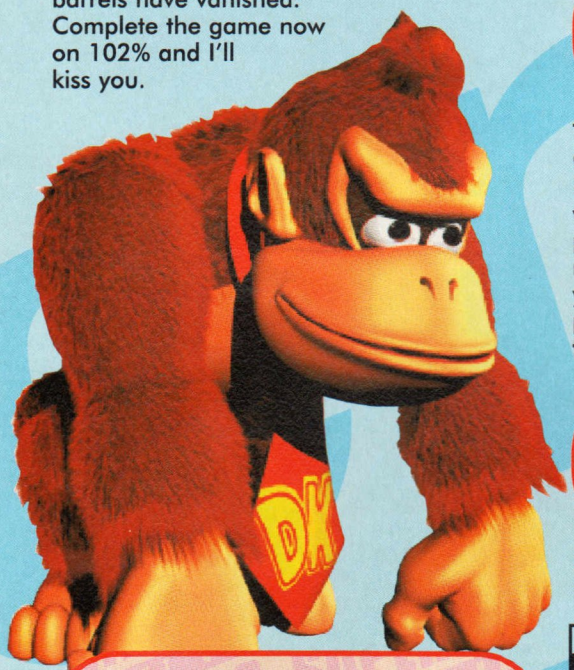
Here is just a little hint for those of you trying to find hidden rooms and objects around the levels. Look out for lone bananas around various levels, search around the area and you'll find hidden goodies or even secret bonus rooms.

50 LIVES
DIDDY'S KONG QUEST
SUPER NES ★★★★☆

To activate this cheat you must have a free save game slot. On the Player One/Two screen, keep pressing down until you find the music test option, tap down another five times and you'll find a cheat option will appear. Now press Y, A, SELECT, A, DOWN, LEFT, A, DOWN. If you've done this right you should hear Diddy giggle. Start the game and you'll now have fifty lives.

REMOVE ALL DK BARRELS
DIDDY'S KONG QUEST
SUPER NES ★★★☆☆

As above, select the cheat option and press B, A, RIGHT, RIGHT, A, LEFT, A, X. Now start the game and you'll notice that all of the DK barrels have vanished. Complete the game now on 102% and I'll kiss you.



CRAZY KART SPEED-UP
DIDDY'S KONG QUEST
SUPER NES ★★★☆☆

This smart little find has been donated by Samuel Penny and we bow in his general direction. At the start of the Rickety Race at Krazy Kremland, hold backwards on the D-Pad and you should begin to move backwards. Behind you is a barrel marked '+'. Hit it and away you go. Totally quicktastic!

LEVEL CODES
BOMBERMAN 3
SUPER NES ★★☆☆☆

These level codes have been sent in by an unknown reader – thanks, whoever you are:

Level 1	0704
Level 2	3200
Level 3	2711
Level 4	3870
Level 5	4501
Level 6	0606
Final	3104

Enter these codes before a battle game and something strange will happen...

Code 1	1616
Code 2	4622
Code 3	3194

POTS OF CASH
MYSTICAL NINJA
SUPER NES ★★★☆☆

This ace cheat has been sent in by Marc and Ceri Jones. First you'll need a Turbo Pad. Now enter one of the 'Lottery' sub-games with $1000, push the auto B button on your pad to the On position. Now leave the machine for roughly half-an-hour. Once you've returned to the game you'll have pots of cash enabling you to buy anything that is desired. Cool!

PASSWORDS
MECHWARRIOR
SUPER NES ★★☆☆☆

Fancy some passcodes? Then you've come to the right place...

Mission 1	BMBRMN
Mission 2	65C816
Mission 3	B1GBND
Mission 4	FSPRNG
Mission 5	YHWX11

FATALITIES
KILLER INSTINCT
GAME BOY ★★★★★

Want to know how to perform Fatalities in this superb GameBoy beat-'em-up? Hey, look no further...

Glacius	
(Up close) Half Circle Toward + Punch	
Jago	
(Up close) B, B, F, F, Punch	
Fulgore	
(Sweep Range) Half Circle Toward + Kick	
Spinal	
(Up Close) B, B, B, B, Punch	
Sabrewulf	
(Up Close) B, B, Punch	
T. J. Combo	
(Up Close) B, B, F, F, Punch	
Thunder	
(Sweep Range) Quarter Circle Toward + Punch	
B. Orchid	
(Up Close) Quarter Circle Toward, Half Circle Back, Kick, Kick	

PASSWORDS
RETURN OF THE JEDI
GAME BOY ★★★★☆

Thanks to Andrew Cattling, you'll be able to shoot through this game in no time at all:

Level 2	SNKMTD
Level 3	RWYJBC
Level 4	TFGBMN
Level 5	HJMKPL
Level 6	OGTHGD
Level 7	PSVZKL
Level 8	SFPYSW
Level 9	OGGYQM
Level 10	KFGZYQ

LEVEL CODES
BUBBLE BOBBLE
GAME BOY ★★☆☆☆

Haven't got the sheer gaming skill to reach the end of this classic Taito coin-op conversion? Praise be for us, then:

Round 95	BTBW
Round 96	BZBW
Round 97	YTBJ
Round 98	VZBJ
Round 99	KTBJ
Round 100	KGBJ

EARTHWORM JIM 2

PLAYER'S GUIDE PART 2

Right, stop chewing the dirt and get your wormy tail around the final instalment of our Earthworm Jim 2 player's guide.

LEVEL 8: INFLATED HEAD

GENRALLY SPEAKING...

- Here Jim has to float to the top of the level without getting his inflated head popped by Evil the cat.
- Jim also has a new obvious skill – his head inflates and deflates.
- **REMEMBER** to collect WORM MEALS because they'll help you when you reach the bonus stage.
- It's also worth mentioning that the CONTINUE points are where you'll find air pumps to inflate Jim's bonce.

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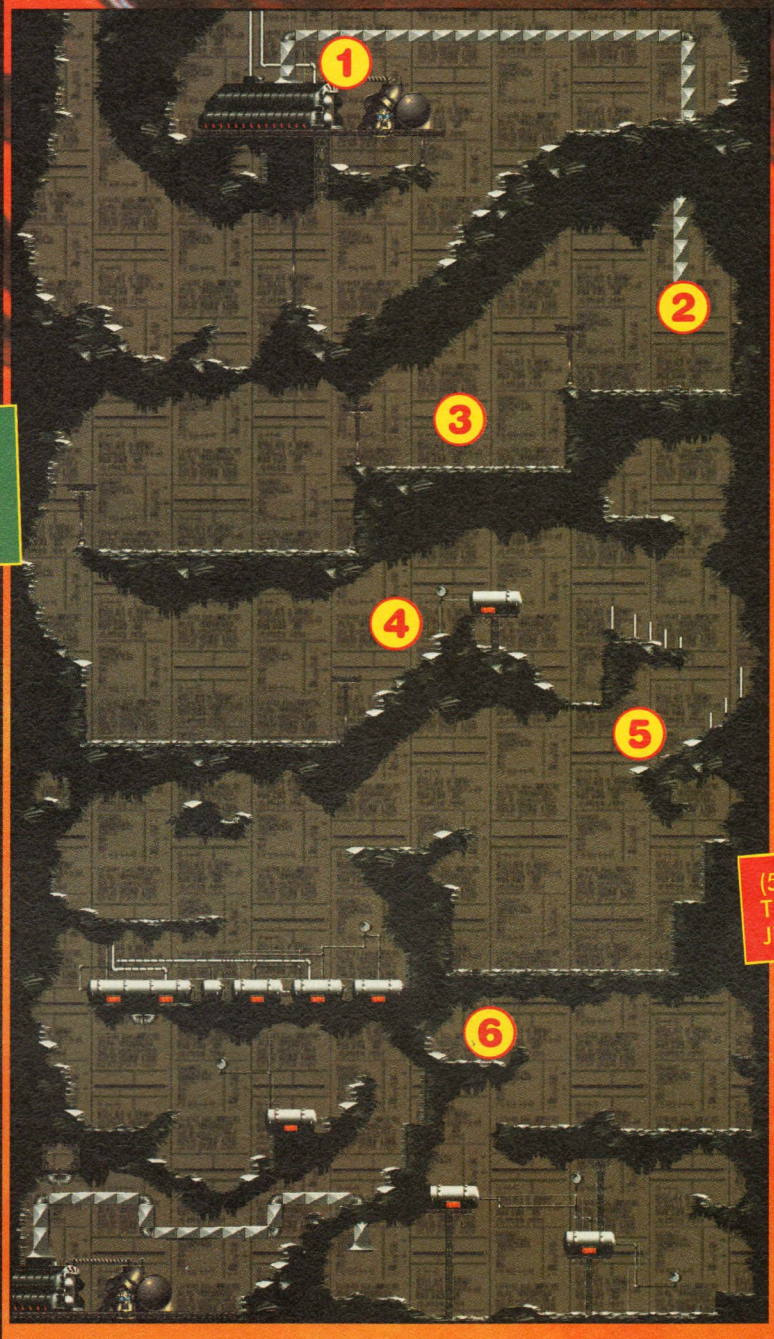
ISO 9000

IN GENERAL...

- Please keep your hair on with this level and resist the temptation to throw your Super Nintendo out of the window – a cardinal sin that you'd regret for the rest of your life.
- It's best not to stop too often as it takes Jim time to get up to speed on some pretty tricky ramps and platforms.



(1) At the start of the level jump off the first platform and you'll be able to collect few desirable items, including a precious WORM MEAL.

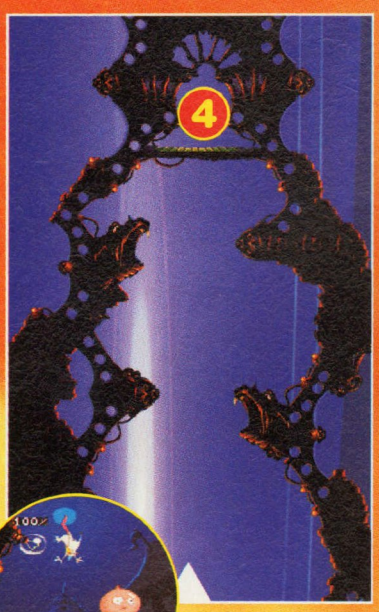
(2) Float down the pipe above and to the right of the first CONTINUE to collect a CHIP BUTTY, a PASSWORD TOKEN, some AMMO and, most importantly, WORM MEALS.

(3) Here Evil gets our Jim in a total spin with his helicopter attack. To stop Jim's head being clawed apart, watch Evil's approach and wait until he's above you, just off-screen. Now move to the opposite side of him and watch him fall without even laying a talon on you.

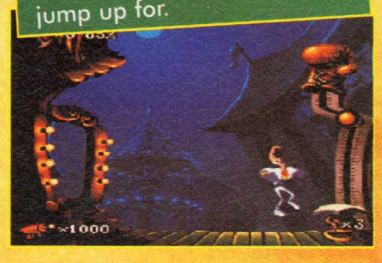
(4) Just before you reach the first boiler jump onto the platform and use Jim's snot swing to reach a host of goodies.

(5) When you reach the last CONTINUE swing across to the left with Jim's snot and pick up the goodies.

(6) Here's where the level turns into a mad version of The Antiques' Roadshow. What Jim's got to do is play removal man and move the rather ugly wardrobe somewhere further down the platform. Now chase the door and, as it passes the wardrobe, it'll trip up and become a rather easy exit for our wormy friend Jim.



(4) Right, the trick with this bonus level is to have collected as many WORM MEALS as is possible throughout the level. Each time you jump onto the platform your MEALS diminish by one. So take care which BONUS items you jump up for.



(1) Follow the map until you reach the machine and follow the pipe. Just below it there's a CHIP BUTTY to get your greasy mits on.

(2) Once you've been ingested by the machine and gone through its workings you'll be spat out at the bottom of a pipe. Now, leap onto the platform to the right and you'll be able to get the TV set.

(3) Next job on the agenda is how to overcome the angry office furniture that hangs around the level. Get Jim to run at the filing cabs and flip paper up. The cabinet will now open its drawer and Jim can use it as a ledge to jump over the top of them.

PUPPY LOVE

PART 3

● There's not too much help that we can give on this, the third visit to Peter Puppy's schizophrenic level – apart from you're going to have to employ Jim's special dive to get the required number of puppies over to Peter.

SEE JIM RUN

SPRINT TIPS...

● Use Jim's standard hand-gun for shooting things like the blades, and save the more powerful weapons for the doors and Psycrow.
● On the closing stretch you'll notice blue tokens which accelerate Jim quite considerably and are essential for success.

(1) The first obstacle in Jim's way is a set of blades. They're easily dispatched as all Jim has to do is shoot his way through.

(2) At this point the best route for Jim to follow is to climb up the ramp and collect the weapons which will help Jim blast through the obstructing doors.

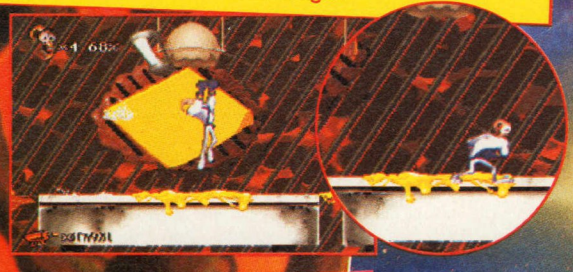
LEVEL ATE

● Try to keep your calm on this annoying, rather linear level.

(1) From the word 'Go!' we guarantee that you'll never look at a salt-shaker the same again – an intense desire to destroy is the emotion that springs to mind. But there's only one way to keep it away from you and that's just to keep blasting it, but even then it'll be back within a few moments!

(3) When you reach any of the switches REMEMBER to use Jim's whip or a gun to turn them to the OFF position – this'll save his little wormy feet from getting burned to a crisp.

(4) To avoid this next section of hot-plate hot-footing all you've to do is shoot the eggs above and they'll drop their yolk onto the plate, keeping Jim's feet safe from damage.



(2) Once Jim's in the right position on the salami, just use his whip to reach this BONUS.

(5) Follow these wires as Jim'll pick up a HOMING MISSILE which is worth having for when he faces the boss at the end of the level.

(6) Defeating the boss is much easier if you picked up the HOMING MISSILE, as Jim'll be able to inflict hits even when the boss is at the top of the screen throwing plates down on you from his floating position.

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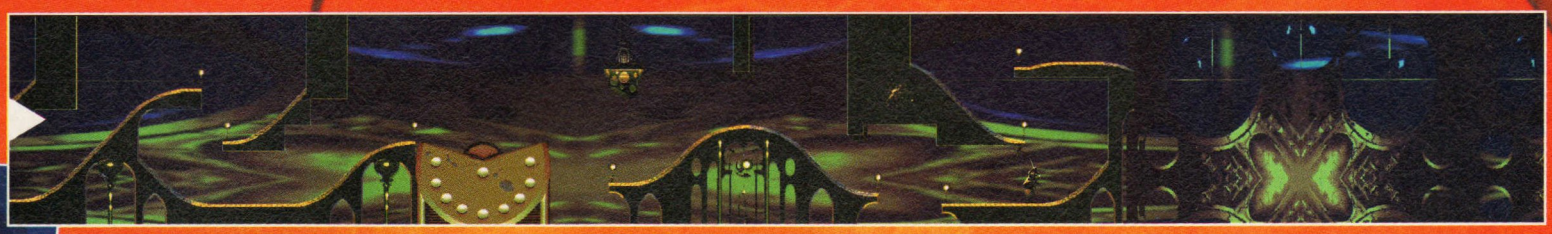
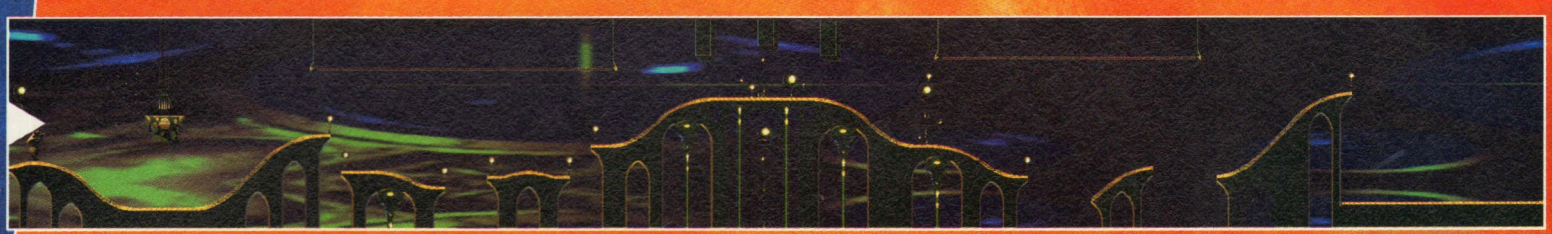




(4) Once you reach the door you're finished if Psycrow's ahead, and all that'll happen is you'll die a slow, painful death at the hands of some large, rotund blue balls.

(3) Use Jim's snot-swing to get across this tricky part of the race. Fortunately, they're rather conveniently placed.

(5) Now it's just a case of crossing the finishing line in a rather Linford Christie-type style before Psycrow does.

ALL'S WELL THAT ENDS WELL...

That concludes our guide to Jim's surreal adventures, but if you still can't get through it on your own steam, turn to page 57 for a level skip which'll ease your pain even more!

SUPER MARIO WORLD 2 YOSHI'S ISLAND

PLAYER'S GUIDE PART 3

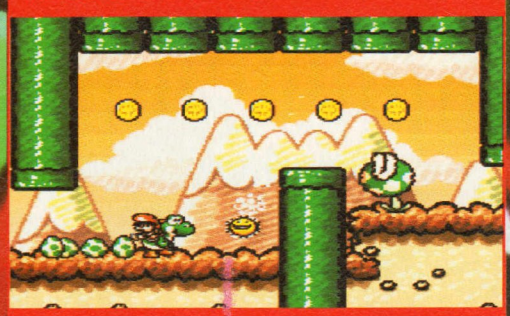
By now all you Mario freaks should have achieved 100% on the first three worlds (thanks to our invaluable tips) and be ready to tackle the final leg. After all this time you should know what to look out for as you travel along but, just in case you've forgotten, here are a few reminders.

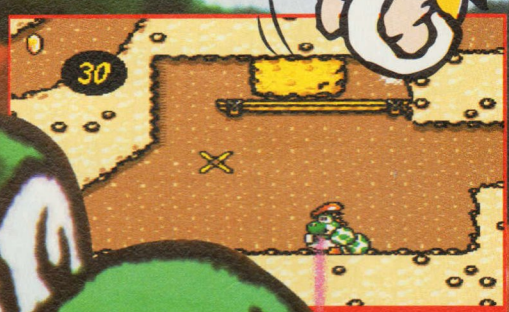
(1) Pound down on any stumps you come across.
(2) Shoot all the winged clouds you see.
(3) Try to go down and up all the pipes.
(4) Look out for those pesky coin-carrying Shy-Guys and don't forget they leave the screen after a few seconds.
(5) Look for cracked tiles in the ceilings of caves or castles.

Don't forget we've only given the information on how to get 100% in all the levels; there are still lots of bonus rooms to look out for. Well, we had to leave you something for you to do yourself, didn't we?

GO! GO! MARIO!!

Go down the pipe just before the firing green piranha; there are six red coins in this cavern. Exit pipe and walk right and enter the darker brown section. Drop to the bottom and walk left for a flower before heading to the top for the red coins. Exit section.





Go through the Puff-Ball stage quickly there's only one flower to collect. In the final stage shoot the crumbling wall to get the invisibility star and follow the path to collect the red coins and flowers. Whilst Mario is invincible, jump on the creatures' backs and hover through the coins. All the red coins are on their own.

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THE CAVE OF THE LAKITUS

Go down the first pipe on the left and collect the red coins, the stars and a flower. Walk to the right and use the spring to land on the platform to the left. Drop off the ledge and land on the platform directly below it. Continue to the left and collect red coins.

Walk to the right, jump onto the red switch and enter the secret door hidden away underneath the water. Glide Yoshi down, moving across the screen to collect the red coins. Upon exiting, walk right, stand by the arrow pointing up and fire an egg at the Koopa; make sure he's walking to the right when you hit him as you want the shell to fly off and hit the flower.

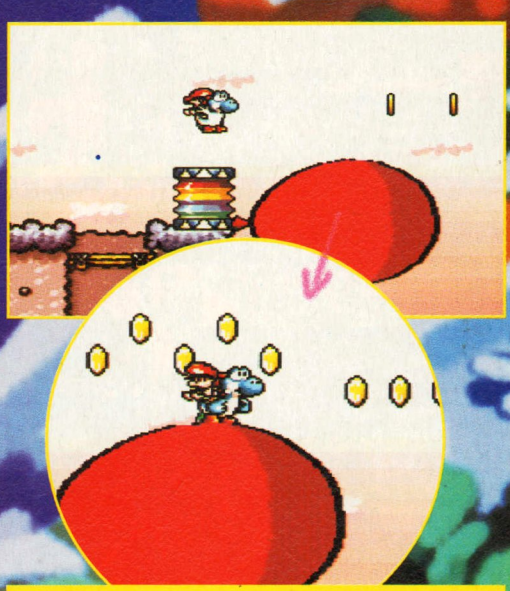
Exit the next section and walk to the small red stairway. Jump to the right and back to the left to collect the red coin above the green pipe. Fire an egg through the small gap to the right to collect a flower and enter the pipe. Inside the pipe fire an egg at the Shy-Guy, making sure the coin lands on a platform when it falls.

There's a flower that looks impossible to reach because of the spikes. To get it Yoshi has to jump onto the moving platform and drop off just before he reaches the wall and then fly to the right. Perfect timing is needed if Yoshi is to make it. Walk to the righ, stand by two yellow blocks, hit them and collect the eggs. Now fire the eggs at the two Arrow Clouds, making sure the second arrows are lined up with the objects inside the boxes. Once done, head for the exit.

DON'T LOOK BACK!

At the beginning of the level, jump on a balloon and head straight up; there you'll find a nasty Shy-Guy bearing a red coin. Now jump across to the right using the balloons and collect some more red coins and a flower before reaching the first platform.

Once on the first long platform go up the green pipe. Shoot the cloud and morph into the helicopter. There are three red coins at the top of the screen.



Go through the 'Continue' ring and shoot the arrow spring. Jump on the inflator five times to reach the huge balloon. Make sure Yoshi stands in the middle otherwise there's a chance of him slipping off. Yoshi should pass the last flower although he'll have to shoot it with an egg. Stay on the balloon until the end the last five coins of this section are all red.

MARCHING MILDE'S FORT

The first four coins and flower are all out in the open but Yoshi has to find them quickly before he is caught in the razor-toothed jaws of the Giant Chomp-Chomp.

Once inside Yoshi faces a crossroads; there are coins and a flower in each of the directions. Take the bottom-left path and jump into the bucket to cross the lava. The coins and flower are out in the open and shouldn't pose any problems. Yoshi also has to find a key in each of the routes he takes.

Now go to the top left. Shoot the red Piranha to the left and jump across to the platform to get two red coins. Everything else is out in the open.

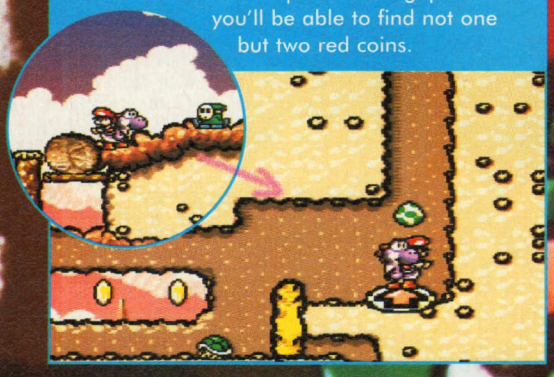
When Yoshi takes the bottom right path, drop to the bottom and land on the platform hovering above the spikes. Shoot an egg through the small gap to the left to get a flower, and shoot again to the right for a couple of red coins.

Two red coins are found at the start of the top right path whilst breaking through the blocks. Another red coin is being held by one of the thieves at the bottom of the screen, and another is found just before the exit. The flower can be found on the left-hand side by a green cannon. Shoot the cloud to reveal the final flower.

To kill the boss, pound down onto him and he'll divide into two, reducing in size each time. Make sure Yoshi stands still for a split second when he lands otherwise one of the dividing creatures will hit him. When they are the size of an egg Yoshi can eat them to finish the level quicker.

CHOMP ROCK ZONE

Follow the rolling rock until you come to the four posts. Jump on the platform to the right and then drop down the gap where you'll be able to find not one but two red coins.



Roll the rock until you reach the red switch. Jump on the three posts so they're level with the top of the outline of the invisible bridge. Go back, jump on the switch and roll the rock to the wall. Now jump on the rock to reach the high platform and enter the secret door. Push the rock through the crumbling rock to reveal a cloud which contains a flower.

Once past the halfway point, drop down and line up the Chomp Rock with the gap to the left of the flippers. Jump on the rock and jump again to the platform which leads to three coins and a flower.

To get the last of the coins, slide the rock up against the wall and jump through the small gap. Drop onto the squidgy block and jump on it a couple of times to flatten it. Fire an egg to the left to collect the coins and drop down the pipe.

Shoot the arrow spring down and fire an egg at the baseball pitcher. Jump on the spring and hover towards the top of the spring. Watch is amazement as the baseball pitcher throws the egg back towards Yoshi, only to find it bounce off the wall and into the flower.

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SHORE PARADISE

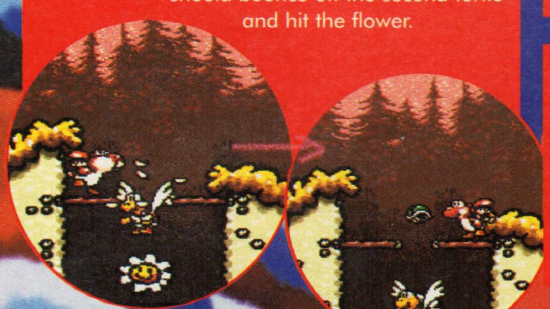
Drop into the water and swim to the left to find three red coins. Continue right and use the three small Arrow springs to receive the red coins and a flower. Now Yoshi should be able to progress to the halfway point without too much difficulty.

Go past the crabs but instead of jumping up to the higher platforms, jump right into the water and swim under the wall to a secret door. Collect a few eggs and shoot the arrow to make it change direction. Jump on it and then off again just before the spikes. Shoot it again to change the directio; repeat this process once Yoshi has reached the top to collect the coins to the left, top and bottom-right. There are five red coins in this section.

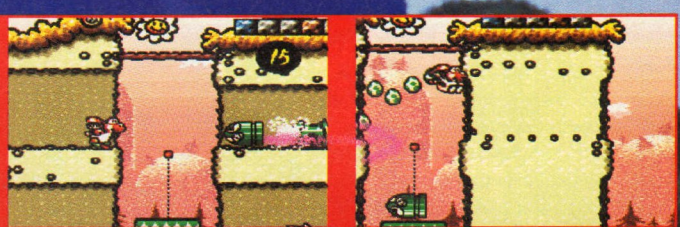
Once into the final section walk right until you see three winged clouds. Shoot the cloud on the right to reveal a bridge. Now walk back to the left to collect a coin and a flower.

RIDE LIKE THE WIND

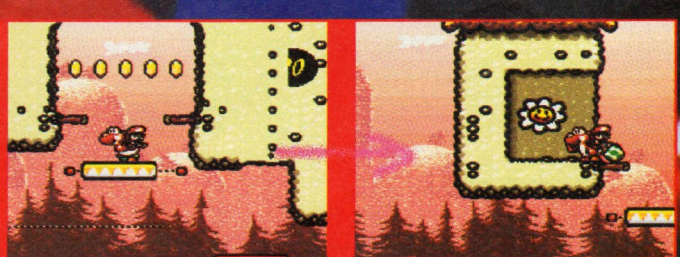
All the red coins are lying out in the open so take your time searching through the level and you shouldn't have any problems finding them. To get to the first flower, eat one of the turtles and spit the shell back through the hole. It should bounce off the second turtle and hit the flower.



To receive the flower by the locked door, stand on the platform just below and to the left and then jump on the bomb as it's fired towards Yoshi. This should give Yoshi enough spring to reach the ledge.

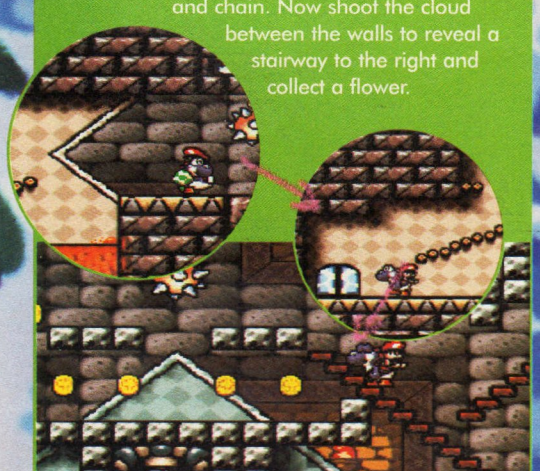


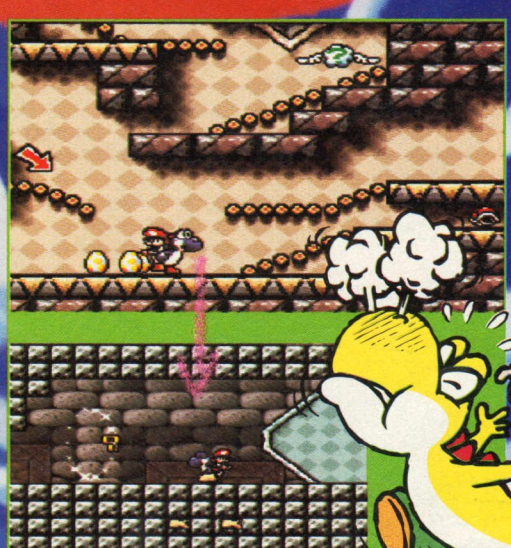
Once Yoshi has worked his way through the wheel platforms, jump onto a red platform that moves to the right. Jump on the yellow platform before the second red one. Jump up and open the wall to the left to reveal a flower.



HOOKBILL THE KOOPA'S CASTLE

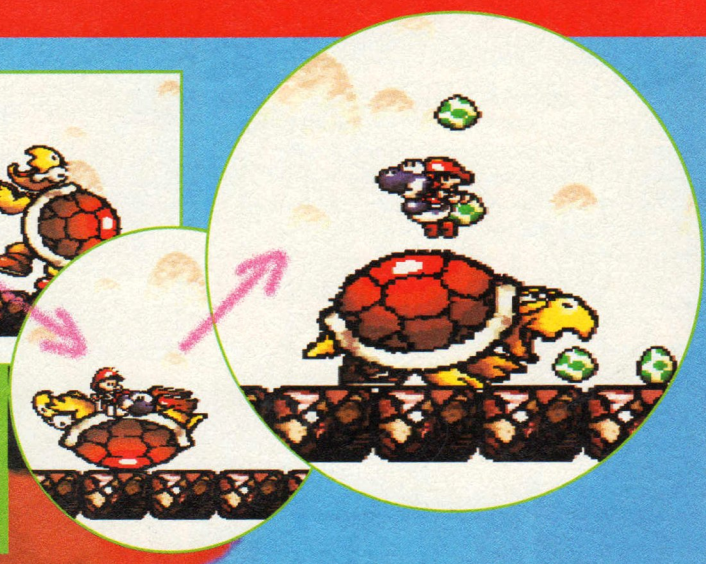
Crack the rock below the third ball and chain then drop down the gap to collect two red coins. Continue walking down to the bottom and enter the secret door. Shoot the floating clouds to reveal stairways which take Yoshi to the top of the screen and another two coins below a ball and chain. Now shoot the cloud between the walls to reveal a stairway to the right and collect a flower.





Once past the spikes, make sure he has a shell in his mouth and fire it through the small gap at the bottom and hit the cloud. A stairway appears which leads to another secret door. Inside Yoshi finds a key and two red coins.

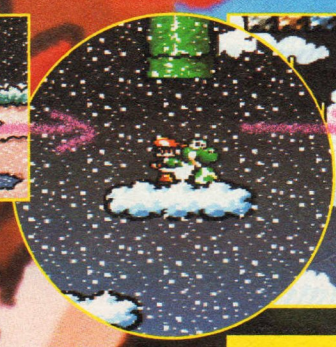
Return to the rotating platform and shoot the cracked block. Jump on the platform and go thru the hole that appears. Jump on the two mini bosses; they're the same as the end boss in World 3. Once killed a red coin drops down.

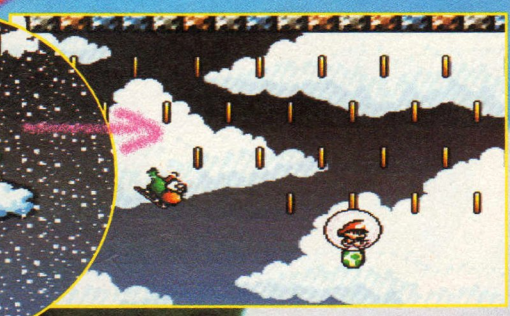


Now enter the locked door and collect the last two flowers by using eggs to break through the coloured blocks. Now enter the boss's lair. To kill Hookbill, jump on his shell causing him to spit out eggs. Now fire the eggs at his head. For every hit he lifts up some more until he flips over onto his back. Pound down on him and repeat the process twice to destroy him.

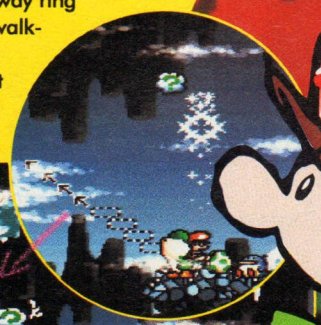
BLIZZARD!!!

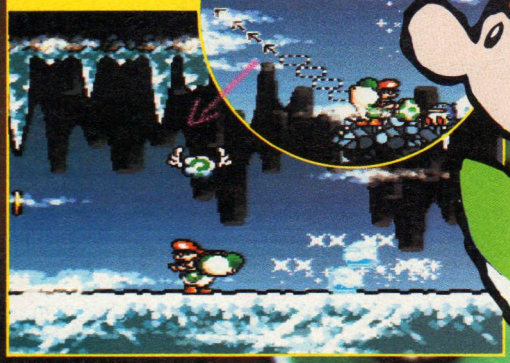
Guide Yoshi through the first section past the Chomp Rocks – eventually he'll come to some small penguins that cannot be turned into eggs. Go left past the locked door, jump onto the clouds and go up into the pipe you'll see nearby. Morph into the helicopter and collect five red coins which are all in the in the first group of coins.





When Yoshi enters the ice cave it is advisable to eat the ice melons to get rid of the penguins. Shoot the cloud to reveal a stairway to the top-left; there's a red coin and the halfway ring up there. Whilst walking over the long icy platform shoot the cloud to reveal a flower.

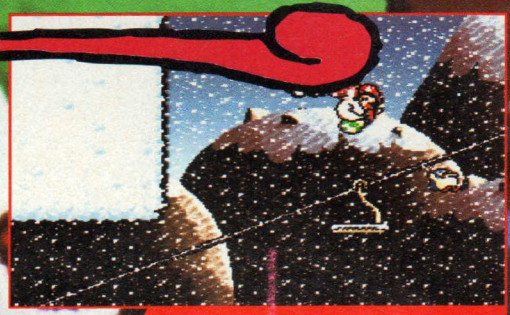


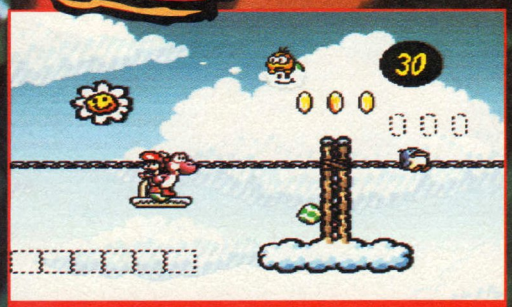


Once out of the cave be prepared for three Shy-Guys all holding red coins to appear. Continue right until Yoshi finds the last flower which is out in the open. Above the flower is a pipe which can only be reached by jumping onto Lakitu and floating on his cloud. Now use the cloud to take Yoshi up to the pipe to collect a red coin.

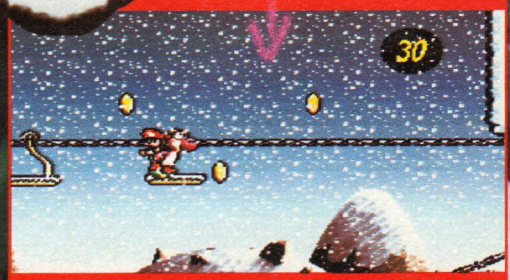
RIDE THE SKI LIFTS

All of the red coins are lying out in the open so provided you search carefully then there shouldn't be any problems finding them all. To reach the higher ledge near the start of the level Yoshi must roll the snowball to the right so that it hits the wall. He can then use the snowball as a platform.





Go right from the first flower which is out in the open and shoot the second winged cloud to reveal the second flower.



The rest of the flowers are out in the open but careful use of the ski lifts is needed if Yoshi is to collect them. It's a good idea to stock up on eggs before getting onto the last of the ski lifts.

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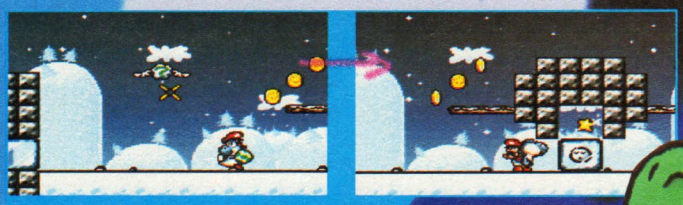
DANGER - ICY CONDITIONS AHEAD

To get to the first flower, eat the red watermelon and breathe fire at the ice block that sits on top of two others. The same process needs to be repeated further on to receive two red coins. All clear now?



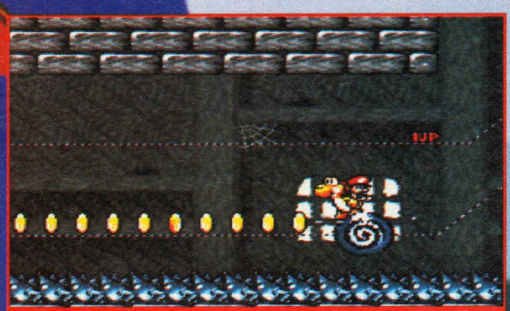
Yoshi has to breathe fire on an ice block to get the second flower. A red watermelon can be found in the cloud to the right of the block.

When Yoshi goes skiing he has to time his jumps just right otherwise he'll roll in the snow and crash or fall off the edge of a cliff. There are two flowers and six red coins in the skiing section.

SLUGGY THE UNSHAVEN'S FORT

To receive the first flower make sure Yoshi collects the two yellow eggs before hitting the cloud and making the stairway appear. Now walk up the stairs and jump back to the left to reach a hidden platform. Head to the far left for the flower.

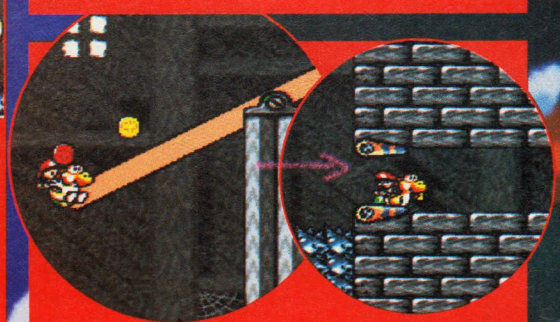
Jump back to the right and go down the first green pipe. Collect the eggs and kill the three baddies to make a flower appear. Exit the pipe and keep walking right until just before the yellow platform.; there's a broken block that can be removed by shooting an egg at it. Jump up and collect the red coins.



Below the yellow platform there are some red coins. Yoshi can get these by firing an egg at them. If he's out of eggs, jump on the platform to go right and use the wheel to roll back to the left.

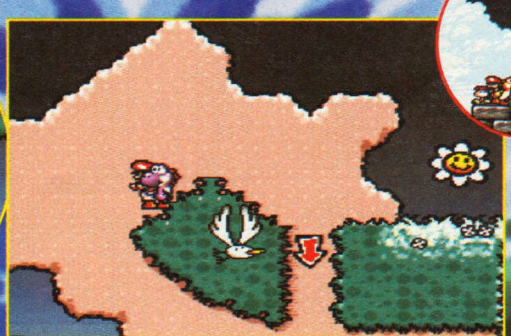
GOONIE RIDE

To get to the red coin on the high ledge that Yoshi can't reach, jump on a Goonie's back and then jump off as the ledge appears. Keep repeating this laborious process to reach the green pipe. Kill all the baddies to be rewarded with a flower.



Once Yoshi reaches the second 'Continue' ring, jump on the see-saw to collect the red coin. Walk to the right and wait for it to drop down before jumping to the right locating a lower platform. Walk right for the third flower.

Morph into the helicopter and start low before heading up towards the top-right corner. There are 13 red coins and two flowers in this section – the first flower is under a chunk of rock, fly up and right from the flower to find the next one.

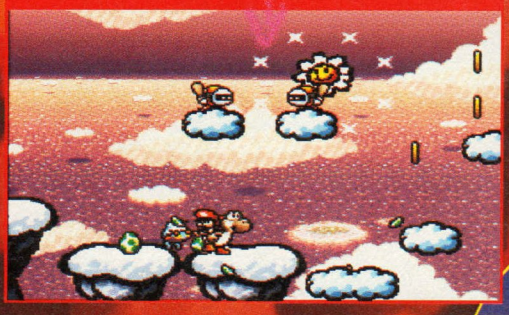


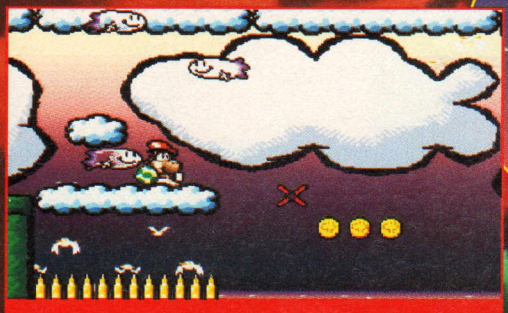
After reaching the top of the final section by using the red switches, jump on a Goonie and fly to the right to collect the last flower.

Sluggy is probably one of the easiest bosses to kill because he can't knock Mario off Yoshi's back. Collect the eggs and fire them at Sluggy so his heart is revealed. Hit his heart four times to kill him. This has to be completed before Sluggy reaches the end otherwise he'll knock Yoshi off the ledge.

WELCOME TO CLOUD WORLD

After collecting the first flower, make sure Yoshi has a bountiful supply of eggs. The next two flowers come along in quick succession. The first is hovering by a baseball player and the second is fractionally further on in a winged cloud between baseball players. Both of these have to be hit with eggs.

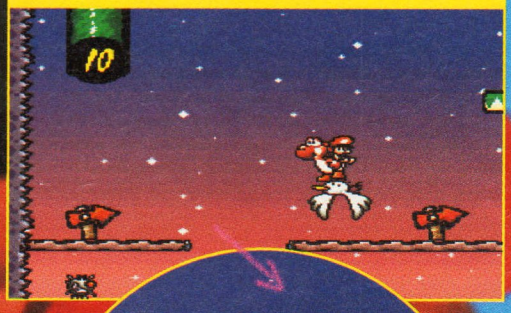


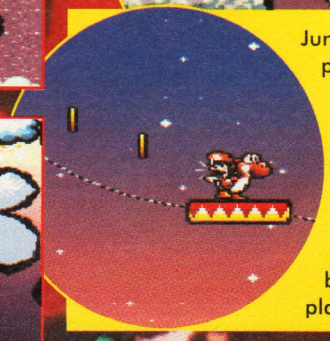


Again, most of the red coins are out in the open. The only coins that may get overlooked are towards the end of the stage; they are low down above some spikes which need to be hit with an egg to receive them.

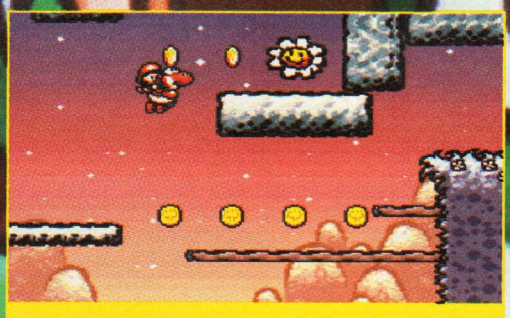
SHIFTING PLATFORMS AHEAD

After taking Yoshi to the left-hand corner via the moving platforms, jump onto a Goonie and jump up into the green pipe. Use the clouds and head towards the top-right corner for a flower.

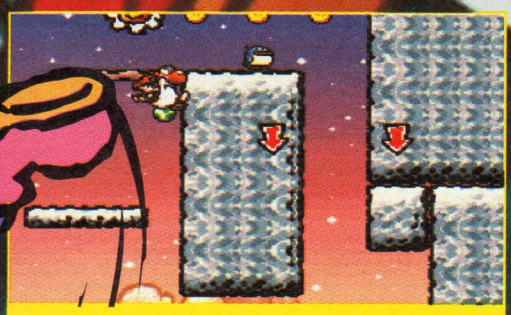




Jump on the first red platform and stay on it as it flies around the screen to get a flower and two red coins. The red platform falls off the screen so make sure Yoshi jumps back on the yellow platform as it falls.



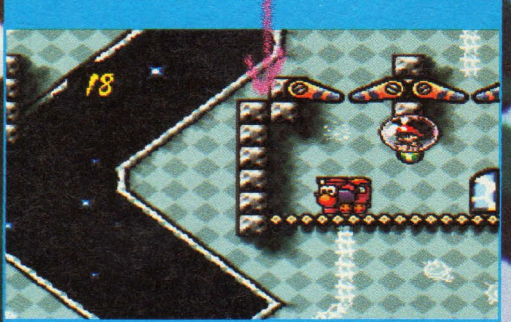
To get the fourth flower and two red coins, run along the skinny bridge and jump when the last square block appears. Yoshi should be able to jump on a platform and collect the goodies.



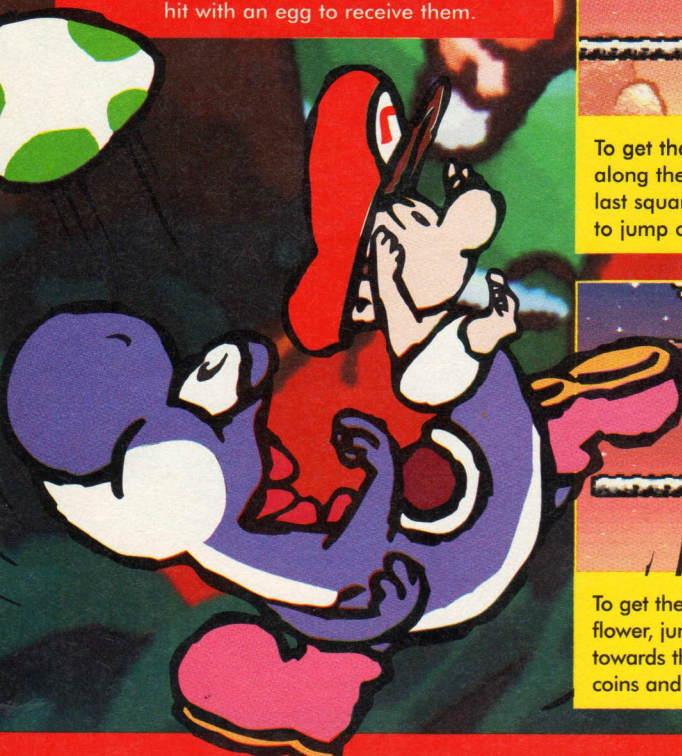
To get the remainder of the red coins and the last flower, jump on the collapsing ledges and head towards the top-right. Yoshi should find all of the coins and last flower on his way to the Goal ring.

RAPHAEL THE RAVEN'S CASTLE

Stand to the left of the first cannon shooting out flashy gold bullets. Bounce off the top of a bullet and Yoshi should be able to reach a higher ledge concealing a hidden flower. Repeat the same process twice; first to the right by standing below the arrow and waiting for a bullet, and second up the top to the left.



To get into a secret room containing the last seven coins and flower, drop off the second plank to the right to locate a hidden platform. Walk right to enter the secret room. Morph into the train and follow the track.



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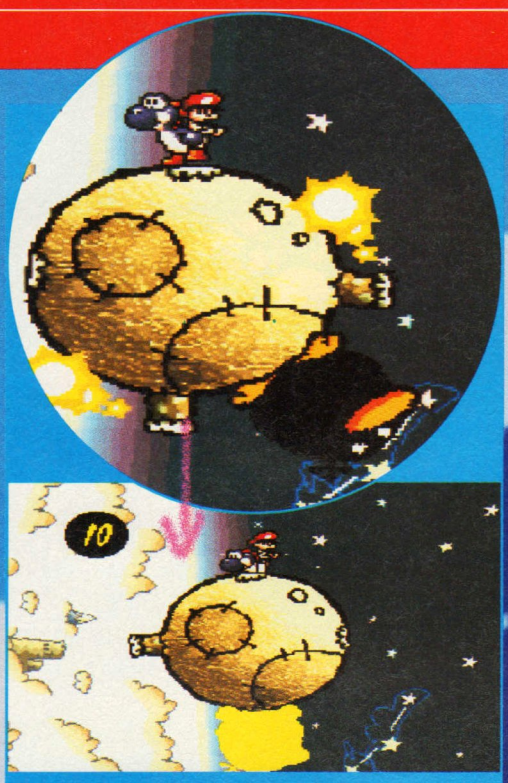
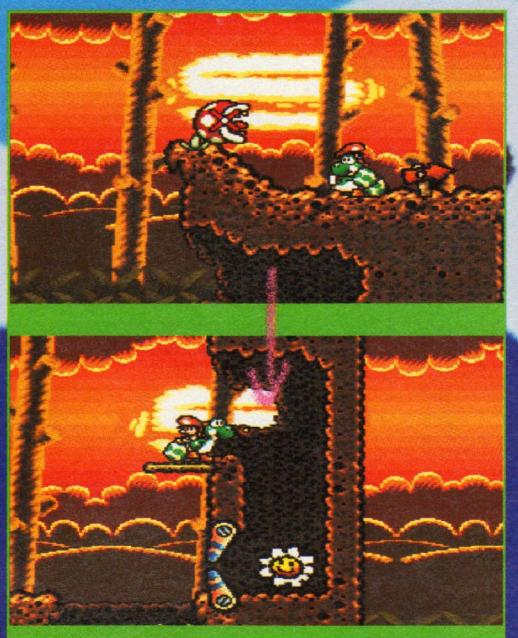
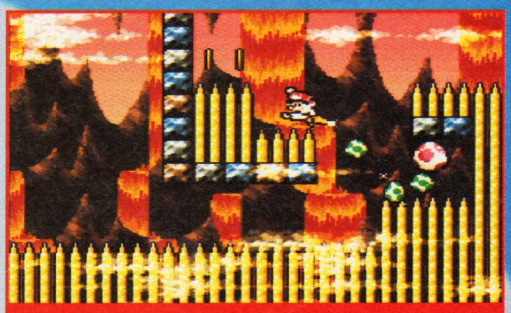


TokillRaphael, Yoshi must pound down on a stump so it pushes through the other side. Yoshi must make sure Raphael is opposite so the stump hits him.



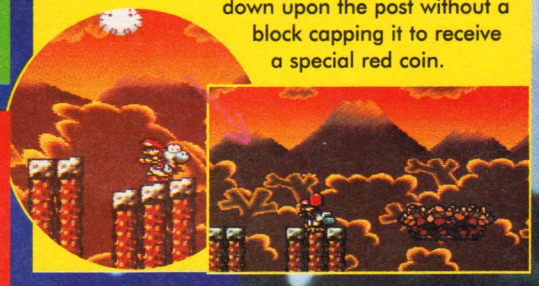
Use the large arrow spring and jump past the red piranha. Destroy it and stand on the ledge and jump to the right. Walk right and drop down to receive the last flower.



For the final section of the level, Yoshi has to eat an invincibility star which changes Mario into Super Mario. This is quite straight-forward, but make sure Mario goes back to the second star after collecting the red coins as he won't make it if he tries to reach the third star.

BEWARE THE SPINNING LOGS

When Yoshi eventually reaches the section populated by the fuzzies, he'll come to a group of posts with grey blocks on top. Pound down upon the post without a block capping it to receive a special red coin.

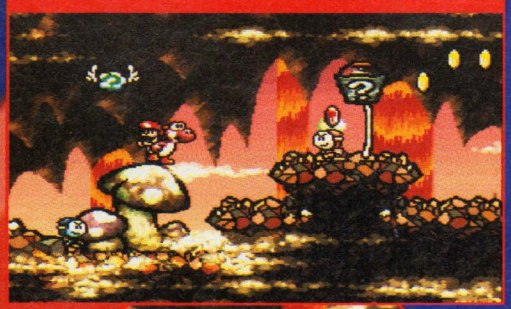


SCARY SKELETON GOONIES!

To get the two special red coins above the spikes, jump to the right and shoot an egg to hit the coin on the left. Now jump back to the left and hit the other coin. If you hit the coin on the right first, there's a possibility of hitting the winged cloud to reveal a bridge. Pretty handy, huh?

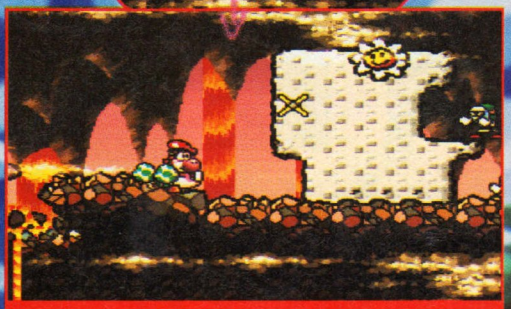
THE CAVE OF THE BANDITS

All the red coins are lying out in the open but watch out for the red bandits carrying coins – they only appear on the screen for a few brief seconds before running off, and if you miss 'em you'll never be able to make your total!



Go through the 'Continue' ring and jump onto the single block. Jump into the higher block while it's spinning to bounce Yoshi up, making it easier to land on the platform to the right. Shoot an egg to the right for the flower.

For the egg just past the 'Continue' ring, wait for a giant Chain Chomp to jump forward and smash through the ground; shoot an egg to hit the flower. Continue walking right until Yoshi comes across a wooden crate. To move it stand on the ledge above and jump down. As Yoshi is falling, hover and press right and the crate should move, allowing Yoshi to stand on the corner of the platform.

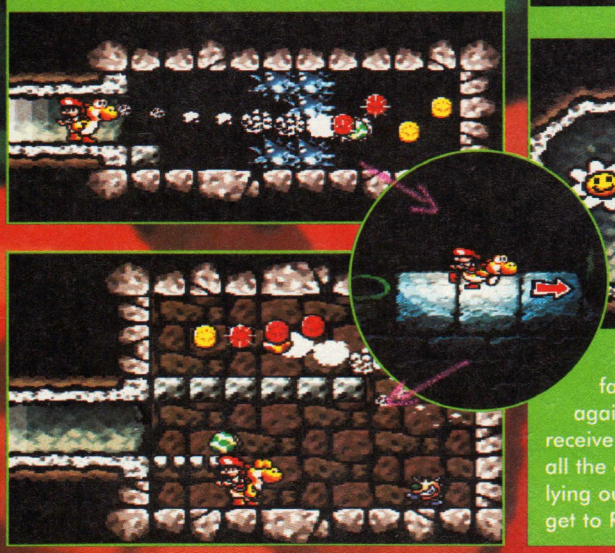


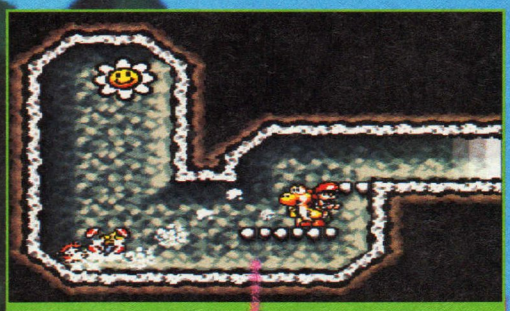
Shoot the second winged cloud for the first flower. The second flower is found in the breakable rocks next to the baddies firing electric charges.

To hit the red coins under the Chomp Rocks, stand over to the left or right of the coins and shoot eggs at them. The eggs go through the rocks and hit the coins.

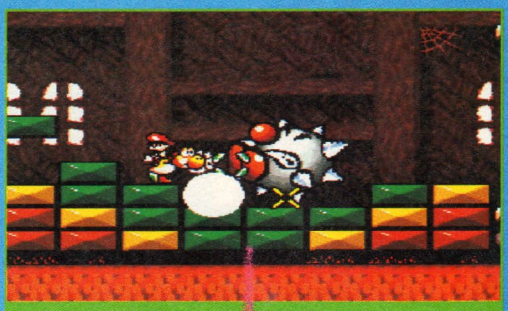
TAP TAP THE RED NOSE'S FORT

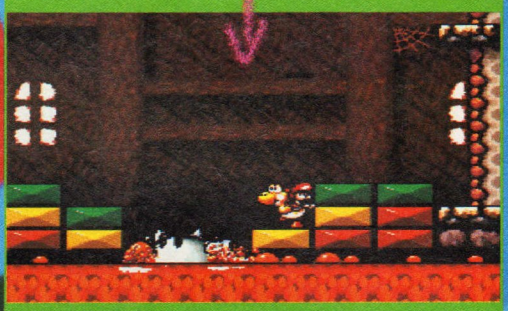
Everything should be pretty straight-forward until Yoshi reaches the dark underground section. Here Yoshi has to collect two flowers and eight red coins. There are two sets of four coins found on the far right by entering pipes facing the right, four are found on the other side of some spikes, and the others are on a ledge – both need to be hit with eggs.





The two flowers can be found on the far left by entering the pipes. Once again, Yoshi has to hit them with eggs to receive them. Once through the dark section, all the other coins and flowers you need are lying out in the open so it should be easy to get to Red Nose.

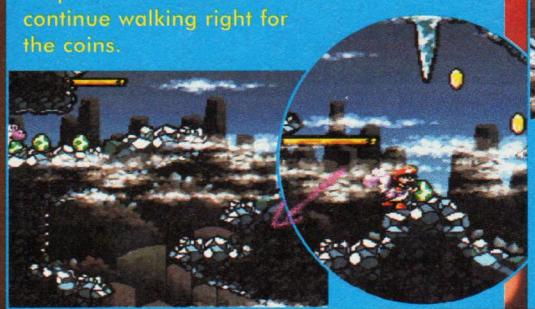




It's time to battle a boss again! To defeat Red Nose, Yoshi has to play a type of BreakOut game. First off simply fire eggs at the coloured blocks to make them disappear. Once you've made a hole in the wall, try and fire an egg at Red Nose so that he rolls into the boiling lava.

THE VERY LOOOOONG CAVE

This level automatically scrolls to the left so Yoshi has to be quick off the mark to receive all ten red coins in the first section. When Yoshi has the option to branch off two ways, drop down to the left and then continue walking right for the coins.

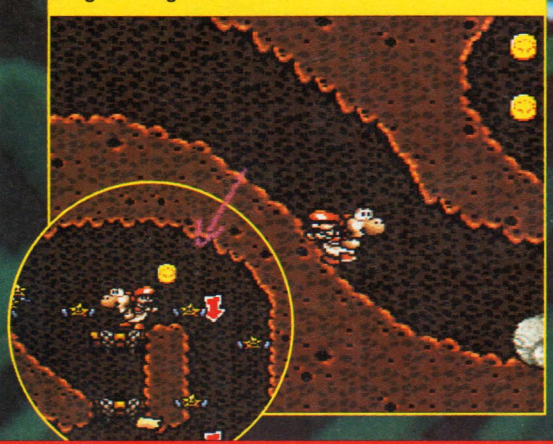


When Yoshi reaches the end of the first section he'll see a door between two brown platforms. Jump on the Chomp Rock that falls down and ride it until Yoshi reaches the platform. This takes Yoshi into another scrolling level with five red coins and a flower.

Once into the last stage, Yoshi has to jump over Chomp Rocks and land on some small sloping platforms. Once past, there are four stumps that all contain coins; however, the screen begins to scroll much quicker and it is very difficult to get all four. The best advise is to jump from one stump to another, pounding down when Yoshi is in line with one. If he tries to run between the stumps he'll run out of time and get crushed.

THE DEEP UNDERGROUND MAZE

There are two red coins near the beginning of the stage, both of which are situated above a ledge that Yoshi cannot reach using his normal jump. Roll a Chomp Rock down into the small gap and use it as a platform to jump up to the higher ledge.



Once through the first locked door Yoshi has to drop to the bottom by pounding through a large tube of breakable rock. Don't pound too far at once, though, as there's a small opening halfway down to the left containing some precious red coins.

The first three flowers you need should be quite easy to find. However, careful shooting of eggs is required to get hit the winged cloud tucked away down in the bottom-left corner of the level.

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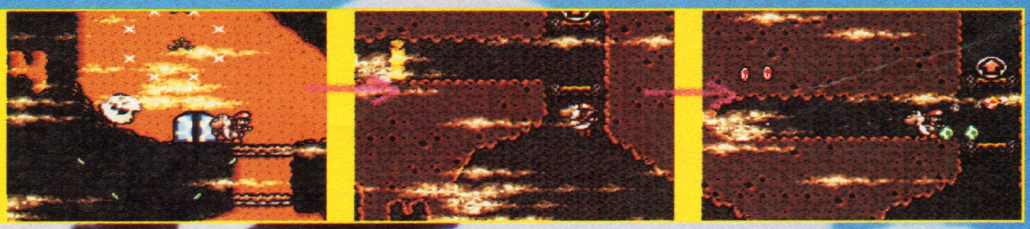
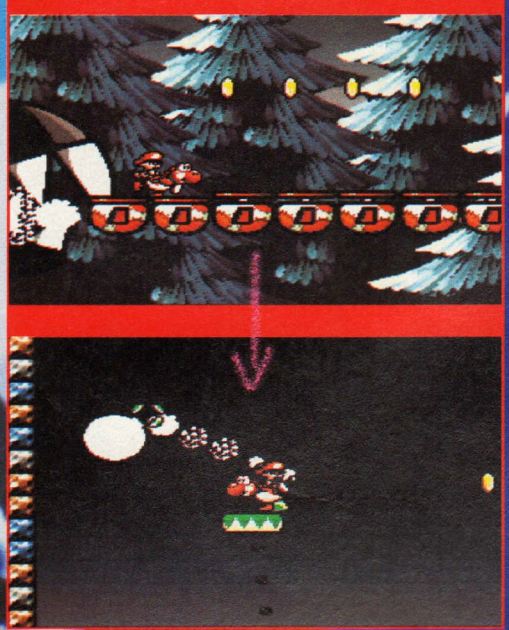
After collecting the third flower, go right and jump up several ledges past the enemies that shoot bullets. Once Yoshi reaches the top, walk right and go up to receive the fourth flower. Now go through the door and jump on the spring. Do not jump too high as there's an opening halfway up containing red coins.



KEEP MOVING!!!!

All the red coins are lying out in the open, so they're all pretty easy to find. For the first flower take Yoshi through the stage riding on several sets of platforms. The flower is in the top-left corner.



In the second stage Yoshi has to jump onto several platforms that fly across the screen. As Yoshi enters a section with a green caucus and enemies spitting bullets, the platform turns left – jump off and run to the right and then jump on the red platform; this takes you to a flower.

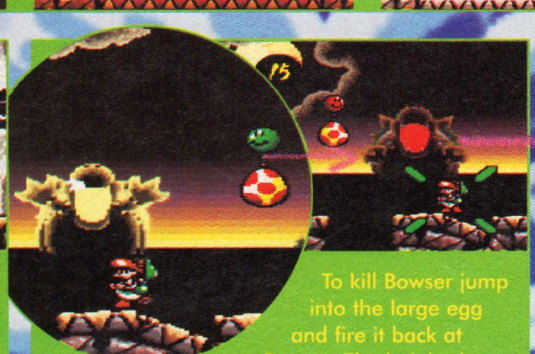
Work your way through the stage until Yoshi comes across a star turning Mario into Super Mario. Run to the right past the bandits and shoot the winged cloud for the fourth flower.

Walk right from the fourth flower and Yoshi should see a flower above some pinball flippers that he can't open. To get the flower, wait for the bandit to walk towards the flippers – this will cause them to open. Now simply fire an egg at the flower.

KING BOWSER'S CASTLE

This level starts with a helicopter ride – how nice, eh? Just follow the route of the coins and eventually you should find the flower. Once inside Bowser's Castle you'll see there are four doors. Each of the routes contain twelve red coins and two flowers. You should find they are all out in the open.

The last level also contains two bosses. The first boss pounds down causing the ground to ripple. Jump over the ripple and pound down so it too causes a ripple, hopefully hitting the mini boss. Repeat twice to move onto Bowser.

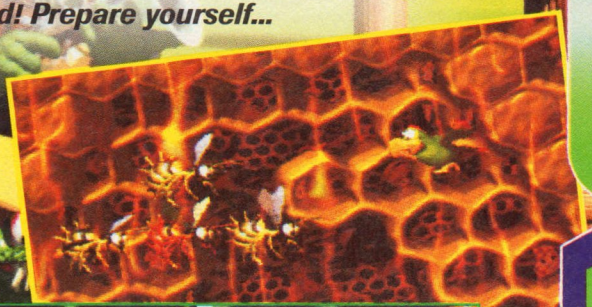


To kill Bowser jump into the large egg and fire it back at Bowser. The height that the egg has to be fired depends on how far back Bowser is. When he is about to fire at Yoshi, don't try and get a quick shot in – as soon as it's fired, jump onto another platform and the fireball should miss.

PLAYER'S GUIDE PART 3

DONKE COUN DIDDY'S K

Phew! You've slaved away, sweating like a swine, but at long last you've made it past the halfway point! Only another – gulp! – four Worlds to go and your ape-ish antics will be at an end! Prepare yourself...



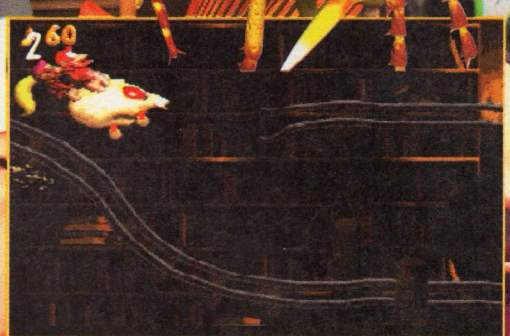
GLOOMY GULCH WORLD 5 - LEVEL 1

When you reach the Spiny that's protecting the letter O, look underneath the platform: below are two cannon barrels and the Arcade Coin. Use Dixie to collect the coin by flying under the platform from the right-hand side.

Just after the chest containing the letter N, you'll arrive at these ghost ropes. Climb these to reach the bonus barrel. Time your jumps perfectly because these ropes disappear fast!

Just before the halfway point you'll reach two Kruncha's and a couple of barrels, one of which contains a green Klobber. Kill the Kruncha's, then throw the barrel towards the wall on the right to reveal a bonus room.

Hidden among these bananas is the letter G.



Just after the second Kackle, the track will start to slope down. Quickly jump to land on a hidden track – this will lead you to a bonus round.

The chest shown here contains the letter N.

WORLD 5 - LEVEL 2

At the beginning of the stage, jump in to the top-left corner of the shack to collect some hidden bananas.

A second bonus stage can be entered by quickly jumping up onto the roof of the bonus shack.

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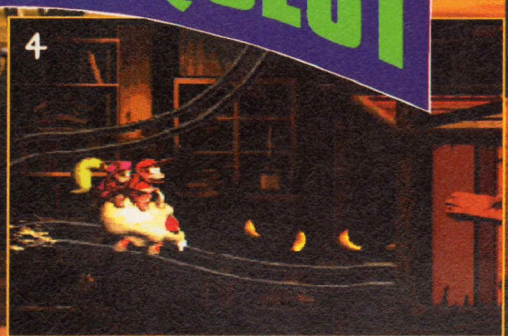
Y KONG TRY 2 ONG QUEST

At this point in the level switch to Dixie and fly right, across the screen. If you do this carefully you'll find a Hero Coin!.

After you've been dropped off by the first Sqwark, pick up the box and drop down one platform to where the Click-Clack is. Throw the crate at the wall to the right of you – this will reveal a bonus room. Carry on through the room and, when you come out, you'll be able to collect the letter K.

After the Continue barrel you'll find two chests being guarded by a couple of Kutlass's: the higher chest contains a cannonball. Pick up the ball and take it to the cannon on the right.

Once on the third Sqwark, fly downwards until you reach the two Zingers with a row of bananas between them (this is just past the banana bunch coin). Now don't fly through them, but quickly move left above them and you should reach this bonus room.



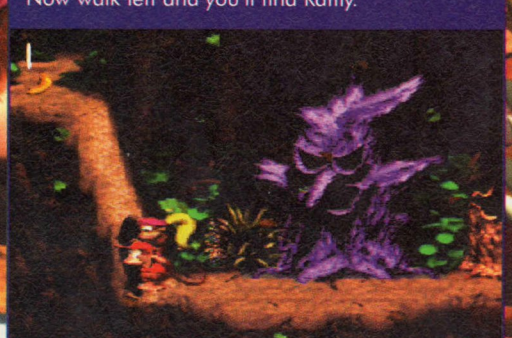
Once you've collected the letter N, a little further on you'll reach another Kackle. In front you'll see two tracks; by performing a small jump, land on the lower track – this heads towards yet another secret bonus stage.

After the halfway barrel, keep moving until you're dropped by the second Sqwark onto a platform. On the ledge there's a Spiny on patrol so watch out!! Use Dixie to helicopter spin left onto the honey wall. Make your way upwards to find the entrance to another bonus room.

Underneath this platform lies the Hero Coin and a cannon barrel.

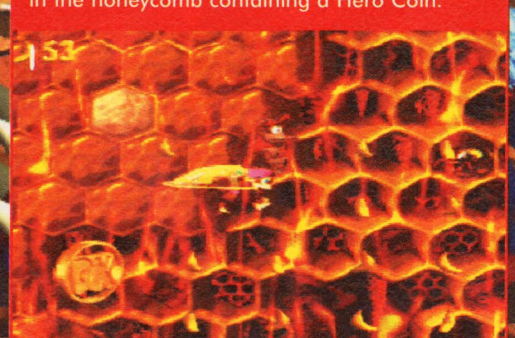
WORLD 5 - LEVEL 3

At the start of the level, throw your partner to the top-left corner where the single banana is. Now walk left and you'll find Rattly.



WORLD 5 - LEVEL 4

At the beginning of the level, using Dixie's hover ability and scale down the left side of the chute. Keep holding left and you'll find a gap in the honeycomb containing a Hero Coin.



To collect the bonus item, jump up towards the single banana which is placed on the right-hand side of the target – this will reveal a hook. From here jump onto the target.

WORLD 5 - LEVEL 5

Once you've reached the Continue barrel and the DK barrel, move to the top of the mound. Now keep moving upwards to collect the bananas and the banana bunch coin.

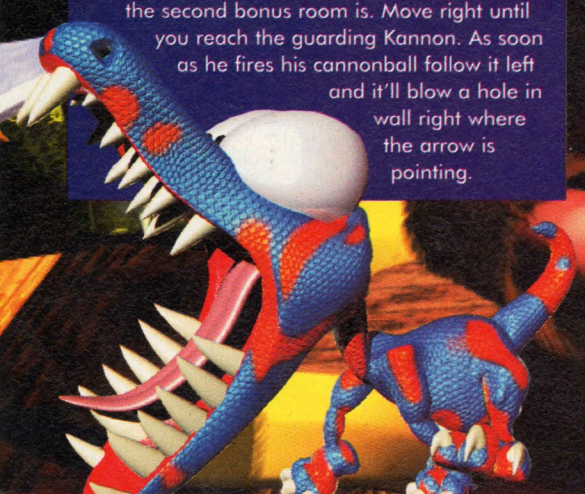
1

2

After the halfway point, continue right and pass the ravine. Keep moving until you reach the Kannon. Wait until he fires one of his slow cannonballs, then follow it back across the ravine. If you manage to reach the end of the ravine the shot will blow a hole in the wall, exposing the first bonus round. Pop in for points a-plenty!

3

Once you've passed the red Zingers and jumped onto the platform, there's a pointer facing left made out of bananas. This is indicating where the second bonus room is. Move right until you reach the guarding Kannon. As soon as he fires his cannonball follow it left and it'll blow a hole in wall right where the arrow is pointing.



WORLD 5 - LEVEL 6

Avoid the ghost Mini Necky's. After three or four of them have passed a living Necky will appear – jump on him and a barrel will appear.

1

2

Once the barrel appears, throw it straight at the boss. Once this is done hooks will then appear. Whilst making your way upwards using the hooks and scramble nets provided, avoid the eggs being thrown down at you. WARNING! Staying in one place for longer than two seconds will result in you being hit by an egg, so move quickly!

K. ROOL'S KEEP
WORLD 6 - LEVEL 1

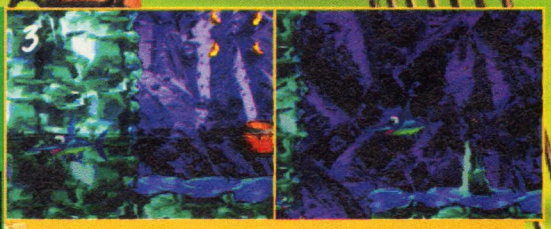
At the start of the level, activate Dixie and spin off the platform to the right-hand side – you should land on another ledge. The letter K and a DK barrel are accessible from here

1

2

Once the letter K has been collected, throw your partner up into the top-right corner to land on the above platform. Here you're able to collect a banana bunch coin.

3



After the chimps transform into Enguarde you'll arrive at the second DK barrel. Here you may obtain three banana bunch coins by swimming through this section of the wall.

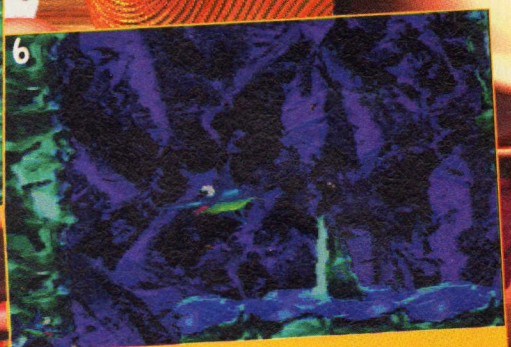
4

Just after the second DK barrel you'll swim through a small tunnel where two Flotsam's and a Lockjaw lurk. As the water rises, swim to the top-left corner where you'll find two bananas. Smash through the wall to enter the first bonus room.

5

Just after the halfway point you'll get to the fith DK barrel. Swim upwards as shown until this point is reached. Now charge up Enguarde and shoot across the right side of the screen. If you've performed this correctly the Hero Coin will be yours.

6



Upon collecting the Hero coin you will land in this pool. Swim down to the bottom-left of the chamber to collect an invisible banana bunch coin (coincidentally, the pool you landed in also contains the letter N).

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Just after the letter N you'll reach this point, but unlike in this picture the water level will have dropped. Keep moving left until the water rises again. Now swim to the top of the screen to collect the letter G.

Pass the ring of Shuri's and the water level will drop. Once this happens you'll end up here. Swim to the bottom-right corner and travel through the wall for a bonus barrel.

At the end of the stage you'll see two platforms. Stand on the lower ledge and wait for the Klobber to charge at you. Jump on him then use the barrel to throw at Kutlass – this will clear the path leading to the Bonus barrel.

At this stage of the level, don't float up to the platform above but move beneath it, avoiding the three Zingers. Move to the right to collect the Hero coin.

As soon as you see a pointer facing left, charge towards it to enter a bonus room.

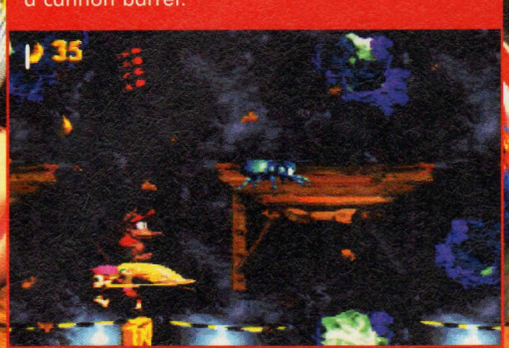
Just after the Continue point you'll reach a DK barrel. Run quickly left through this wall to grab Sqwark.

As soon as you change into Sqwark, fly as fast as you can to get a lead on the moving floor. Once you reach the letter N (just before the 'No Sqwark' sign), fly down quickly and follow the path around to collect the Hero coin.

Pass the 'No Animals' sign and Sqwark will then turn into a barrel of TNT. Throw this at the wall to the left to get to the second bonus room.

WORLD 6 - LEVEL 2

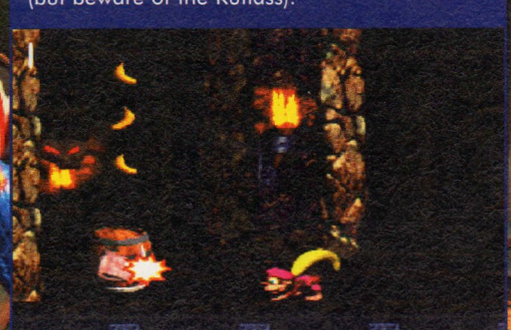
At the start of the stage use Dixie and hover down the first drop – you'll see the letter K and a cannon barrel.



Just after the letter O you'll come across the first Krook. Jump left off of the platform and float under the next ledge to reach the Bonus barrel (Kruncha will be above you).

WORLD 6 - LEVEL 3

After the first DK barrel, wait until you see a path on the left side. Take this to find Rambi (but beware of the Kutlass).



At the point where there are four options as to where to go, I advise that you take the far-right side, because the letter K is available here. The far-left path has a banana bunch coin for you to collect.

Once you've been through the cannon barrels, drop down the right side of the platform to pick up the letter O.

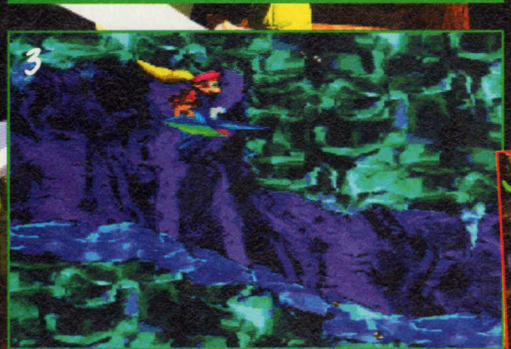
Just after the letter N you'll reach this ledge. Jump up at the banana above (the banana has already been collected in this picture) to become invincible.

At the T-Junction take the right path because once the end is reached a banana bunch coin will be waiting for you.

WORLD 6 - LEVEL 4

At the start of the level throw your partner to the top-left corner – here you'll find some hooks that lead up to a bonus room.

Once you've left the bonus stage, you'll end up here with the letter K above. Throw your partner up to grab the letter and a hook will appear as if by magic – from here the Hero coin is accessible.



Once Enguarde's been collected, head right. Then, as soon as the trail leads upwards (carry on ahead for some extra items), move up. Now take the first exit on the left and travel onwards. Once the end is reached break the wall where the banana is for the second Bonus room.

WORLD 6 - LEVEL 5

At the start of the level, travel across the screen to the far-left side. Move downwards to collect the letter K.

Just after the first DK barrel you'll see this ledge, to the right is a Klobber (through the wall). Dispose of him and then walk through the wall to collect the Banana coin.

Once on the long chain, beware of the Krook's on either side. Search behind them because there are small passages that lead to hidden items. There are three of these: one has a bunch of bananas at the end of it, the other two have a cannon and a cannonball. Place the ball in the cannon to access a bonus round.

Just past the cannon barrel or the hook (whichever route you took) you'll reach this banana. Jump left into the wall to pick up an Exclamation Mark barrel.

Careful, because two Kannon's are shooting at you from above. At this point, jump right into the wall – the passage leads to the Hero coin and the letter N.

After the two Kannon's, climb onto the chain and jump into the wall pictured – this leads to the second bonus stage.

Pass the finish target via the chain above to reach the letter G.

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WORLD 6 - LEVEL 6

After travelling to the left of the screen using the three Zingers as stepping stones, you should end up here. Jump on the Zinger shown and then fall down the gap where he was to collect the Hero coin.

1

2

At this point jump into the wall on the left to collect various bonus items.

After the bonus items, you'll see some Zinger's spreading upwards either side, take the right route and use them to travel upwards. Once the top is reached the letter O will be available.

4

Just past the four Kaboing's you'll reach this point. Fly right into the wall where the banana is to collect more items.

5

Once Squitter's activated, move up and right, kill the Zinger then move into the wall he was guarding. Follow the path for a bonus round.

K.ROOL

Once you have reached the top of the castle, a Krem coin will drop down and you'll see Donkey Kong. K. Rool will hot tail it to the Flying Krock. Enter the machine to find him.

AND FINALLY...

The conclusion to all this simian Super NES swingin' around and your in-depth guide to the palace of wisdom... or something like that, anyway.

I'm back and I'm in the deep-end of the metaphorical pool of anger! Honest, I'm thoroughly vexed with that flipper-flapping fool known as Dave the Editor. Every day he breezes past my pool on his way to the NMS pigeon loft, smugly smiling at me, gesturing with his hands in an N64 controller-type way. He knows he's one of the few punters to have played Super Mario 64 and it really pulls my porpoise! But to do it every bloomin' day, that's really rubbing salt in me kippers! And what with the news that we've got to wait for the N64 a little longer than we expected... Ooh, I can barely take anymore. If he keeps it up I'm off to the Seal Sanctuary to put me fins up for a fortnight. In the meantime send your letters to: SEND SEAL TO HEARN BAY FOR A LUXURY BREAK, MAILBAG, NMS, 30-32 Farringdon Lane, London EC1R 3AU. And maybe – just maybe – I'll reward someone with a top OCEAN game for the most interesting letter or piccy...

DRONIN' ON...

Dear SEAL,
Question: How can Nintendo make '96 better than '95? Answer: Sort out their problems with Argonaut and get Starfox and FX Fighter released! These games looked simply stunning when they were first announced, and now they are nothing but hopes in Super NES owner's minds. If these games get released this year along with Super Mario RPG, Commanche(?) and the already released Yoshi's Island and DKC2 then it could easily beat last year's efforts. Obviously Nintendo want the Super NES to be kept alive and these games would contribute to its survival. Even if Argonaut don't produce them, Nintendo could. After all they're doing Starfox 64 for the N64. Come on Nintendo! Get these games released and keep all us Super NES owners happy for another year.
Paul Green, Dronfield, Nr Sheffield.

SEAL: Strike me over the bonce with an ice-pick! I hate people who write in to me and then answer their own blubberin' quezzies! Do you really think that if Starfox 2 or FX Fighter had been that good Nintendo would have held them back? Nintendo scrutinise every game with an electron microscope, preventing dross from appearing. So, given their non-appearance, it seems like the games you mentioned were either good ideas but unfeasible in practice or just didn't cut the mustard. Anyhow, with what's coming out – and with the N64 just around the corner – I don't think you've got too much to worry about.

DON'T DO IT, DUDE!!!

Dear SEAL,
Arrggghhh!!! I can't stand the suspense any longer... It's just not fair... I'm gonna kill myself if the N64 doesn't come out soon (I know it's only 56 days – or 1,344 hours away but) I... I... I... might die from waiting for the thing to be launched. In six months I've raised £360 to buy the N64 and three games. But I still have to wait so please, please, per-lease tell me something new or at least take pity on me!
Dude.

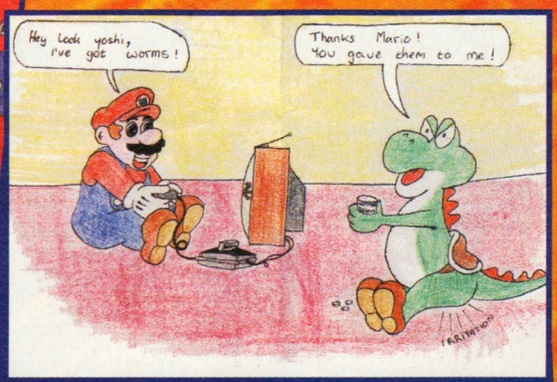
SEAL: Here's something new 'Dude' – you're going to have to wait a minimum of about 6000 hours now because, as you found out last month, Nintendo have delayed the machine's release in Europe. But look on the bright side – with the money you've saved you should be able to afford more games, extra pads, etc, when the N64 is finally released in the UK. See? Life's not so bad. Now you just settle down, breath regularly and have a nice cup of char.

PARK LIE!

Dear SEAL,
I would like to know why the month before last you printed a cheat for Theme Park that does not work. What are you playing at, you overgrown Kirby-loving haddock you! I'm also hoping that you will not allow any more Kirby letters on your pages as they are pointless. One more thing, you've had a feud in your column debating if Southhampton are better than West Ham. Nobody gives a damn! What does it have to do with Super NES or GameBoy?
P.S. It's a fact that Newcastle United are the best team anyway.
P.P.S. If you give me a smart alec reply you'll hear from me again.
Anon.

SEAL: Right, you've really rubbed me fur up the wrong way mate, so I'm gonna take you point by point: (1) I didn't get the flippin' Theme Park tip wrong, it was those editorial bozos in the offices nextdoor that need a flip around the ear, so leave off! (2) Look Anon – I'm not a flaming 'addock, I'm a seal of the genus Phocidea, hence the name SEAL. Alright Anon the hero? (Who hasn't even the guts to reveal his name for fear of getting a blubbery flipper

(ABOVE) Matthew Kendall from Hampshire sent us this top EWJ2 piccy, showing that although he's no relation to the mint-cake, he's pretty tasty in the art department.
(LEFT) Some smart wriggling worm action (ooh-er!) from Michael Cooper of Bromley.

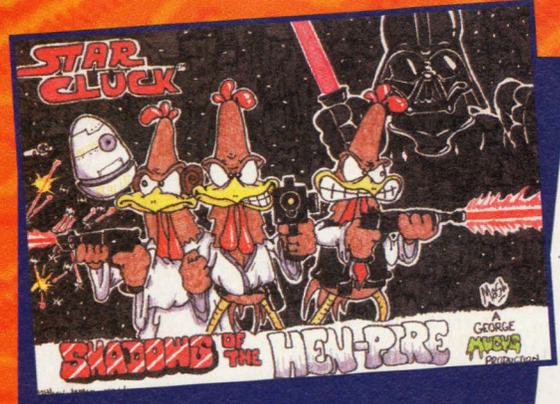


(ABOVE) Talking of worms, here's Mario and Yoshi in a no-doubt typical home scene, courtesy of James Gill from Jersey.

right up the hooter!) (3) If I want to print letters about Kirby I will – and don't call 'em irrelevant because there's two new Kirby games imminent, namely Kirby Super Deluxe on Super NES and Kirby Blockball on GameBoy. (4) Hope that's smart alec enough for you.

DIVINE INTERVENTION!

Dear SEAL,
Once upon a time (and this is true) an ex-friend of mine went out and wasted his money on a 3DO – what an idiot! Anyway, one day his cat (R.I.P.) went straight up to the 3DO and answered the call of nature on it. From then on the stupid 3DO wouldn't work. So, this proves that there is a God and he plays Nintendo and that's why Sega and Sony are so crap! They just don't possess the intelligence to understand that nature played a cruel trick on them!
Mark Wiley, Carrigaline, Co. Cork.
SEAL: Well Mark, they do say that the Lord works in mysterious ways, but even so getting domestic cats to foul up 3DO's is unnecessary as eventually they manage this tragic act completely on their own. Just try not to act too smug about God's allegiance to Nintendo 'cos the others might have 'him downstairs' on their side!



(ABOVE) An excellent tribute to Star Wars – starring chickens, no less! – from talented Matthew James of Swanscombe.
(RIGHT) Stuart McNair from Glasgow continues EWJ's adventures in this brill comic strip.

DISPOSAL EXPERT!

Dear SEAL,
May I give you some tips on disposing of the people who keep asking ridiculous questions about the N64:
(1) Throw a sheep through their windows.
(2) Produce an after-shave sampler made of antiseptic or wee-wee and shove it through their front door.
(3) Put a picture of them everywhere where the N64 is sold so they can't buy one!
Michael Atkinson, Newcastle-Upon-Tyne
SEAL: Ta mate – a few, er, different ideas there about how to deal with this mounting problem. I'm really not convinced that it's a good idea to throw sheep through windows. Maybe it's a popular activity up your way, but I can't see the sheep appreciating it very much. But something's got to be done – I can hardly stretch a rubbery flipper for flaming letters asking me the same questions about the N64. It's gonna block my pool up! I know everyone's bursting with excitement where Nintendo's super-console is concerned, but hones, I don't know anymore than those landlubbers on NMS's editorial.

IT'S ALL A BIT OF A JOKE...

Dear SEAL,
When I read about your boss taking a trip over to Japan I felt really sorry for you. So here's a little joke that might cheer you up:
There were two thick idiots on a bridge, and one lowered the other down to catch salmon. After about 15 minutes one man shouted "Quick! Pull me up." Curious, the other man asked, "Why, have you caught something?" To which the other man replied, "No, there's a train coming!" Hope that cheered you up. Anyway, here's my letter. I buy NMS every month, but in December I made the mistake of buying a copy of [lacklustre multi-format mag based on a 'popular' Channel 4 video games show that shall remain nameless]. When I got to the end I was disgusted to see that they were ripping the, er, urine out of Nintendo! They reckon that Nintendo are taking a gamble with gamer's loyalty and that the market needs a fresh face. I'd just like to say that I, and at least four of my friends, will remain loyal and patient. The N64 will be worth the wait – I'm not going to waste good money on a piece of poo like the Saturn or the Playstation. Thank you, I just thought I'd let you know.
Jamie Hindry, Fareham, Hants.
SEAL: Jamie mate, don't give up the day job – I don't think you're the next Lee Evans. As for Dave, he's not my boss! He's just this chump who sits around on his butt all day shouting at people while I, the slickest seal in the business, run the show. As for Japan, well, I could've swam there if I'd really wanted to... However, I like your sentiment about the N64, but whatever possessed you to buy that awful rag-mag in the first place? You know it'll just wind you up. Ooh, all that talk about catching salmon has got me really peckish. Right, I'm off to my favourite fishmongers to get something wet and slippery down me gullet. That's all for this month, keep sending your pics and letters in – neatest flipper-writing per-lease!

OCEAN PICTURE OF THE MONTH!

Isn't this superb? Hats are duly removed and hoisted aloft in tribute to Nigel Northey from Launceston for this fab painting! One Ocean game on its way, pal!

SEAL'S MOST WANTED!!

Right, I'm up to my fishy-breathed neck with the boring nature of some of the letters polluting my pond, so I'm instigating some new rules. Every month I'm gonna print a list of topics for discussion and a list of those I don't want the merest mention of. Be warned, though – anyone who makes waves will feel the nasty nip of an irate mammal, and I'll come round and make sushi out of yer goldfish!

F-IN!!

- Telling Seal that he's totally ace.
- Your feelings about the N64's release date.
- The things you'd like to see in Super Mario RPG.
- Funny Nintendo-related cartoons or comic strips.

TR-OUT!!

- *Slagging Kirby off.*
- *Slagging Seal off.*
- *Drawings traced from the mag.*

Q&A

READER SYSTEM

By now you'll have read that the Nintendo 64 (as we must now call it) won't be hitting our shores until late Autumn. Now I know it's a bit of a disappointment that we've got to wait so long, but look on the bright side: (a) it gives you more time to save up for it, (b) when the machine finally does appear there will be a stack of totally and utterly awesome games ready to launch with it, and (c) you've got the chance to ask me more questions about it over the coming months! So, if you've got any sort of query pertaining to Nintendo then send it to me at: SAY IT AIN'T SO, JOE!, Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU. I'm waiting...

Q TO THE END...

Dear Dave,
(1) Is it true that the 64DD 'bulky drive' will sit under the N64?
(2) What's that little red thing on the front of the N64?
(3) Will the N64's price tag include a game?
(4) Why don't you make a video of the N64 screenshots and give it away with your mag? I expect people won't mind paying a little bit more for it.
Dean Grout, Eastleigh.

A ***DAVE: (1) Indeed it will, and in a very stylish way too. (2) It's a 'Power on/off' light – amazing, eh? What will those clever geezers at Nintendo think of next? (3) I sincerely hope so. (4) It's a nice idea, Dean, but it'd be a very expensive exercise. Still, I'll continue to bear it in mind for the future.***

Q WHAT'S IN A NAME?

Dear Dave,
(1) What game will be bundled with the N64?
(2) Is it true that the Playstation is 64-bit?
(3) What's the difference between the Playstation and the N64?
(4) What will the N64's nickname be?
Bobby Khataee, Bristol.

A ***DAVE: (1) I've no idea, but I wouldn't be surprised to see the 3D adventures of a certain famous plumber... (2) Nope – it's scabby old 32-bit, just like the Saturn. (3) Phew, where do you start? Obviously, the N64 is cartridge-based and not CD-based, so it loads games instantly. Also, the N64's brilliant joypad allows for analogue control, giving you the sort of gameplay that Playstation owners can only dream of. Lastly – and most importantly – the N64 is nearly three times more powerful than the Playstation, giving it graphics and sound capabilities that you just have to see and hear to believe. (4) Er, 'Ninny'? How do I know!?***

Q OOH, MESSY!

Dear Dave,
Please answer my questions before my throbbing head explodes!
(1) What happened to Starwing 2? One minute it's here, and the next it's gone!
(2) Are Nintendo patenting the name 'Ultra'? Everyone seems to be using it at the moment – Ariel Ultra, Vick's Ultra, Kleenex Ultra.
(3) I have some really good ideas for video games (no, really – I do). Who can I take them to that won't laugh in my face?
Simon Singh, Peterborough.

A ***DAVE: (1) I don't know – it's all very mysterious. I'll get the boys onto it, though... (2) Well, they've dropped the 'Ultra' tag altogether now, so it's not really a problem any more is it? (3) Not me, son. Ah-ha-ha-ha-ha-ha!! However, you could try sending them to some of the software companies who advertise in our mag. Be warned, though, the chances of a reply, let alone a job as a game designer, are slim to say the least.***

Q IS SATURN 64-BIT?

Dear Dave,
(1) Will the N64 connect to my TV via a normal aerial lead or a SCART lead?
(2) Do you think a 16-bit converter will come out for the N64, so that you can play Super NES games on it?
(3) My friend says the Saturn is 64-bit because it has two 32-bit chips in it. Is this true?
(4) How much will the control pads cost for the N64?
(5) Do you think there's any chance – even a remote one – of the N64 being released before April?
C. Robinson, Wigan.

A ***DAVE: (1) It looks most likely that it'll come with an aerial lead, although there'll be a SCART socket too. (2) I wouldn't be surprised, but don't expect to see anything for a year or so – after all, you don't buy a 64-bit machine to play 16-bit games, do you? (3) WRONG! (But what else did you expect a Saturn owner to be?) It sounds to me like your mate is desperately trying to convince himself he hasn't wasted money on a rubbish machine! No matter how you look at it, the N64 is more powerful than a Saturn. Just because the Saturn has two 32-bit chips, that doesn't make it as powerful as the N64. Think of the Saturn's 32-bit chips as each being equivalent to a family saloon car, and the Nintendo's 64-bit chip as being equivalent to a super-fast sports car. Now if you were to race the cars against each other, Nintendo would always win simply because its car is faster – the fact that Saturn have two cars isn't important. It's that simple. (4) I've no idea, although I'd expect them to be around the £20-25 mark. (5) Sob!! Boo-hoo!! NO!!***

(ABOVE) That Power On/Off button revealed in all its glory.

I LIKE TO PLAY...

Dear Dave,
(1) Will the cartridge in the bottom of the N64's joypad be able to store cheats for games and special moves for beat-'em-ups?
(2) Does anyone in the NMS office still play on the first Super NES version of Streetfighter II?
(3) How many Q&A letters are not printed every month?
(4) What would you and the rest of the crew do if you were ever laid off due to poor sales of NMS?
(5) What else do you do in your spare time apart from play on your Super NES?
Kevin Wilson, Caister-On-Sea.

DAVE: (1) The memory carts are mainly designed for saved games, but their potential is so great that what you suggest is more than possible. (2) Do you? Of course not – and neither do we. (3) Loads and loads, mainly because they ask questions I've already answered in other letters or ones that I've got tired of answering (i.e. 'When is the N64 coming out?') (4) NMS isn't just Britain's biggest-selling Nintendo mag, it's Britain's biggest-selling console mag full stop, so the chances of us being closed down are smaller than an ant's inside leg measurement. However, if the unthinkable ever did occur, I'd probably open a little pie shop in the country (it's long been a dream of mine), Simon would go and work in an off-licence in Amsterdam's seedier districts, Shaun would become a rawk-n'-rawl star and tour the world, Pete would lock himself away in an attic and become a 'serious' artist, and Chris would play football for Arsenal (if you can call what Arsenal do 'playing football'). So now you know. (5) As the hard-working Editor of NMS, I don't have any spare time. Don't laugh – it's true!

(ABOVE) An artist's impression of what s/he thinks the 64DD will look like. It'll probably look nothing like this.

GOD BLESS AMERICA!

Dear Dave,
(1) I am able to get Super NES games cheaper in America, and no doubt the same will be true for N64 games. But will American N64 games work on a UK N64?
(2) If not, will there be a universal game adaptor for the N64?
(3) Since the N64 will be the most powerful games console around, is it possible that a Virtual Reality helmet will be released for it?
(4) Will the N64 be able to display full-motion video even though it's cartridge-based and not CD-based?
(5) Would you personally have preferred the N64 to be CD-based?
(6) Will grown-up, blood-thirsty games like Resident Evil be released for the N64?
(7) Is there a chance of a Ridge Racer/Daytona-style game coming out for the N64?
James Sumner, Alverstoke.

DAVE: (1) 'No' is the short answer, and 'Never in a month of Sundays' is the ever-so-slightly longer one. (2) Not from Nintendo, that's for sure. However, I'm sure that a huge host of third-party hardware manufacturers will start working on an adaptor as soon as the machine is available in Japan, the US and the UK. (3) Ah, with the N64, anything is possible... (he said mysteriously – but don't hold your breath for it, eh?) (4) Well, in theory it could, but because of the lack of storage space on the cartridges it wouldn't last very long – probably a couple of seconds at best! But don't worry about it too much, though – in my opinion quality gameplay and top in-game graphics and sound are more important than fancy between-level animations, no matter how pretty they may be, and that's what the N64 will deliver in huge, steaming spades. (5) As I said before, I believe that the game itself is the important thing, so whether it comes on cartridge or CD is immaterial to me – and there's no doubt that the N64 will have the best games on any system. (6) Well, we don't know whether Resident Evil itself will be coming out (we doubt it, to be honest) but violent games such as Doom and Killer Instinct 2 certainly will be. Yup, if you like a bit of gore, the N64 will sort you out just fine. (7) Yes – Namco are already coding a version of Ace Driver for the machine, and Nintendo itself is working on Cruisin' USA.

HEY, GOOD LOOKIN'!

Dear Dave,
(1) Why are the shots of new games (e.g. KI in Issue 30 and KI2 in Issue 41) such bad quality, and then after a few months they're good quality? Is it because programmers don't want us to see too much of a new game?
(2) Will the Nintendo 64 come bundled with a full game unlike the Sony Playstation?
(3) In Issue 41 you said that Chief Thunder has been taken out of KI2. Why? He was great!
(4) Will there be a 'cheat cartridge' like Action Replay for the N64?
(5) Will KI2 come out for the Super NES?
Mark Simkins, Steeple Morden.

DAVE: (1) Believe me, the programmers aren't trying to hide anything! Honest! The quality of shots varies depending on how we got them from the software companies and developers. Early game shots tend to come to us on photographic film or on video, which accounts for their less-than-pristine nature. However, later on we get early ROMs containing unfinished game code, which lets us take pictures using our high-tech computerised grabbing system – this gives much higher quality piccies. Comprendez? (Incidentally, I thought the KI2 shots were pretty good.) (2) Although nothing's official yet, it seems the answer will be 'Yes'. (3) Sadly not enough people felt the same as you, Mark. Rare's research showed that Thunder was one of the least popular fighters, and so he was removed to make way for some new faces. (4) Most probably. (5) There haven't been any announcements that it will, but you never know – after all, a lot of people thought Rare wouldn't be able to pull off Killer Instinct on the Super NES!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

RPG-meisters Squaresoft shoot forward in time once again to bring us a second exciting adventure with the massive, tooled-up-to-the-Teflon-teeth robots who enjoy nothing more than a good scrap after closing time down the pub!

You can just imagine what it'll be like when these exo-skeleton suits become commonplace, can't you? You've spent all day playing cyber-razorball in the back-garden, trussed up in your mini cybernetic rompersuit, and you're just about to deliver the final robo-razorball of the day, which may just transform your baby brother into your baby sister! Then, just as your robo-arm is about to unleash this savage crutch-bound delivery, the internal circuitry on your suit's arm fuses and the ball careers sideways into next door's arti-tropical-atmo-green-house. Unfortunately for you, the razorball slices through the plastic outer hull of the shed, disrupting the internal environment and ruining your neighbour's priceless crop of rare 20th Century roadside weeds. You gulp hard as you see your father returning from the office in his pinstripe-alloy-tech-boss-suit, and decide to scarper. As you accelerate down the garden path, your scanners indicate that your father has a lock on your posterior from his cybo-slipper missile – and his big-stick attachment has just registered as a threat...

FRONT MISSION GUN HAZARD

MEN IN BIG METAL SUITS THAT Y
WATCH OUT FOR RUST AROUND
UNDERWEAR THAT TAKES

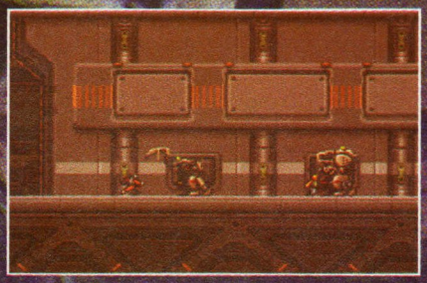
JACKANORY TIME!

It's all very well going on about the fact that Front Mission's full of big beweaponed robots, but it doesn't tell you much, does it? I mean (to quote Oasis) what's the story, morning glory? Allow me to (ahem) enlighten you...

2024 Earth is in a state of harmony and tranquillity, which is a condition completely unsuitable for a videogame. Anyway, Earth's top punters think that it's a good idea to build a monument to this peace – in the form of a lift! This giant building is supposed to link Earth with a space-station and signals an era of cheaper transportation.

2036 Midway through construction huge robots are introduced to help the building's progress. Unfortunately, around about the same time information leaks out that dangerous nuclear energy is being used to fuel the building – much to the annoyance of some of the world's pollution-hating nations.

2038 Kiss goodbye to world peace as minor scuffles break out in the Gulf. The UN deploys Vantours (giant robots) to try and keep the peace, but in 2064 a full-scale Middle-Eastern war erupts and in you step to try and enforce some peace on their asses!



MEET THE GANG!

It's a complicated situation, but when is politics ever simple? In a nutshell there are four major factions in the war: the UN peacekeepers, a bunch of mercenaries called the Crimson Blow who'll fight anyone if the pot's big enough, the company using the toxic fuel, and another bunch who are equally adept in the nastiness department.

BIG PLAYER'S...

RICHARD MILLMAN

He's a suit so you can't really trust him, but he's the geezer who many of the robo-jocks answer to.

GENOCE

Top mercanery and leader of the Crimson Blow organisation – he'll do anything so long as there's cash involved.

BRENDA LOCKHEART

Be nice to this lady as she pilots Tadpole, the flying transport that'll ferry your Vantour from A to B.

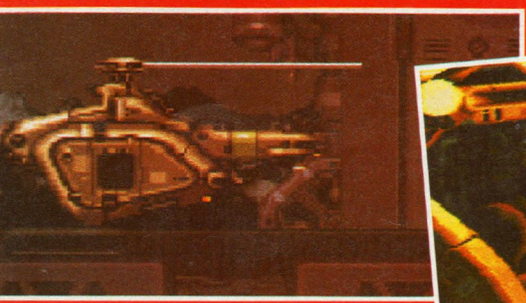
COLONEL ARK

A thoroughly bad-egg! Shifty beyond belief, he'd probably nick the batteries from your granny's hearing-aid.

OU CAN'T BUY IN BURTONS!!
YOUR UNDERCARRIAGE!!
RASSO TO CLEAN IT!!

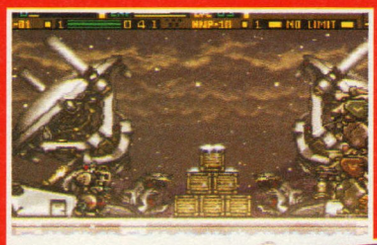
OOOH, I'M A ROCKET MAN!

Tired of striding around in a 25-foot piece of metal? Well, in this, the second outing for Front Mission, you can get out and stretch your legs. In fact, you can do more than that because our hero comes equipped with a jet-pack that allows him to take to the skies like a bird, albeit one with, er, jet powers.



GUN LAW!

Your robo-fellah comes with detachable limbs, so upgrading your weapon is easy-peasy! It's a good job too, because you won't get that far with the pea-shooter you have to set out with. Of course, all this shiny new add-ons cost money, which you earn by smashing enemy robots during the missions.



LEFT HOOK!

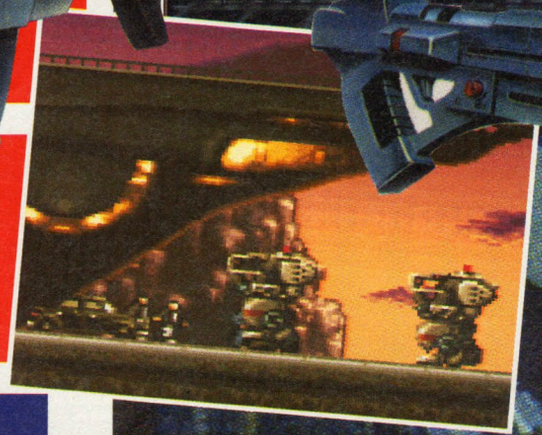
When your mech-suit's at very close quarters a shot from your gun will not only cause pain to the metal offender but it'll also rip into your own precious metal skin. So, it's best to get a bit tasty with the old fisticuffs – avoiding Queensbury Rules of course! This droid's punch is like being hit by a small family saloon, so couple of socks in the belly will soon wind even the keenest of 'em!

JUST ONE MORE HIT...

Square, by tradition, are the top exponents of the RPG genre in Japan. So it would be foolish to imagine there wouldn't be a certain element of role-playing in Front Mission: Gun Hazard. For starters, as with all Square titles, your character advances in level by gaining experience points. Likewise, when you advance a level, stats like your hit points rise accordingly. And don't worry too much about losing all those valuable points because you can buy repair packs that totally replenish your health.

SHOPBUILDING...

As you progress though the troublespots your Vantour can do a bit of shopping at the service-mall. Before you know it your Vantour will have a gleaming 'dash' capability and a rocket pack of his own. It's vital to upgrade your robot whenever possible, because the enemies on some of the later levels are rock-hard!



ROBO ROUND-UP...

Well, it's a game about big robots – so we'd better tell you what they all do...

HARBY-G

One of the hardest Vantours and the in-game vehicle you start out with.

RYBINSKOE

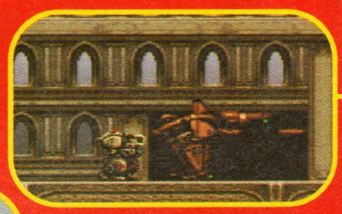
Very strong and exceptionally well armoured, but it'll never make a sprinter.

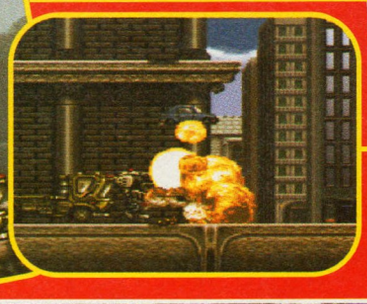
SQUIRREL

Complete opposite to Rybinskoe as it's nippy and small, but a little ineffectual in the kick-ass dept.

NEW WORLD ORDER!

The action in Front Mission is spread across various global 'hot spots', and your job is to steam in there and sort things out with your metal might. In the first 'hot spot' your aim is to reach the airbase, at which point the game opens and you can zip to war-zones all over the planet. However, until you reach it you have to make do with hitching a lift off a truck to travel between the individual missions. So, it's greasy breakfasts every morning and a cab full of girly books and Yorkie wrappers for you, my lad!





PICK-UP JOINT!

If you're a real lucky robot, somewhere en-route to the end of the level you'll come across cargo canisters that, when destroyed, give you a power-up *gratis*. However, since you can't decide what you get as your freebie, don't be too upset if you get a tin of primer paint for that all important re-spray job – not really!

TADPOLE

The Vantour flying taxi and handy when you've had a few and don't fancy the trudge.

JESTER

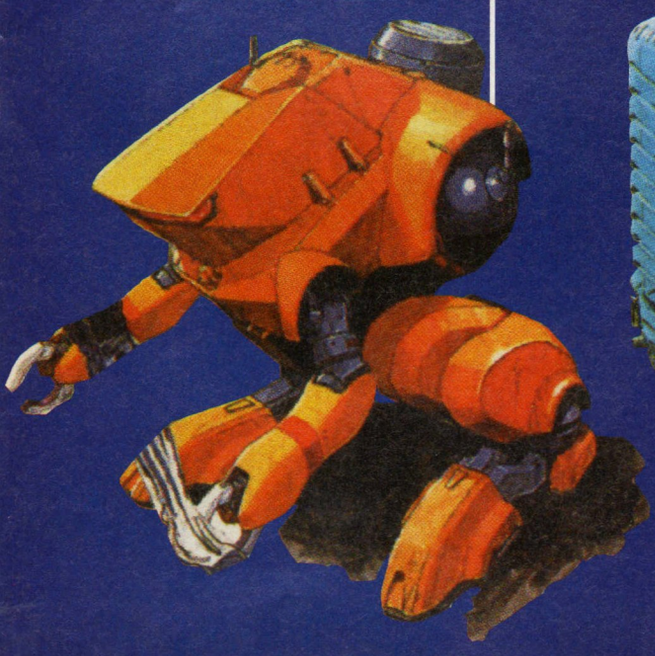
The roboworld's Danger UXB – this geezer's an explosives-carrying Vantour.

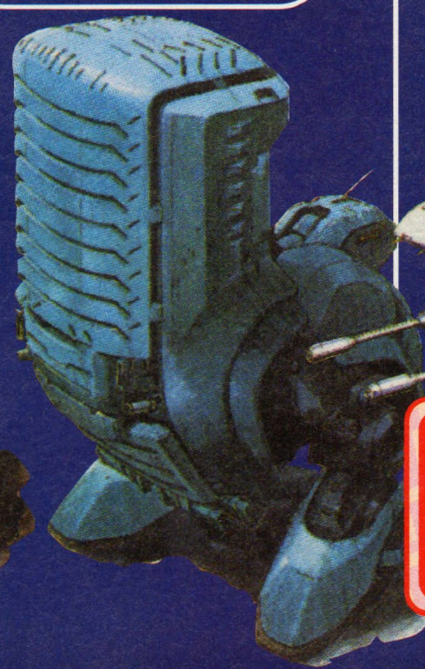
SUIGETSU

This has an impenetrable energy shield – but it's a pity it ain't got a gun!

ESPADA

A flying Vantour that uses its hovering capability to attack weedy ground-based robots.





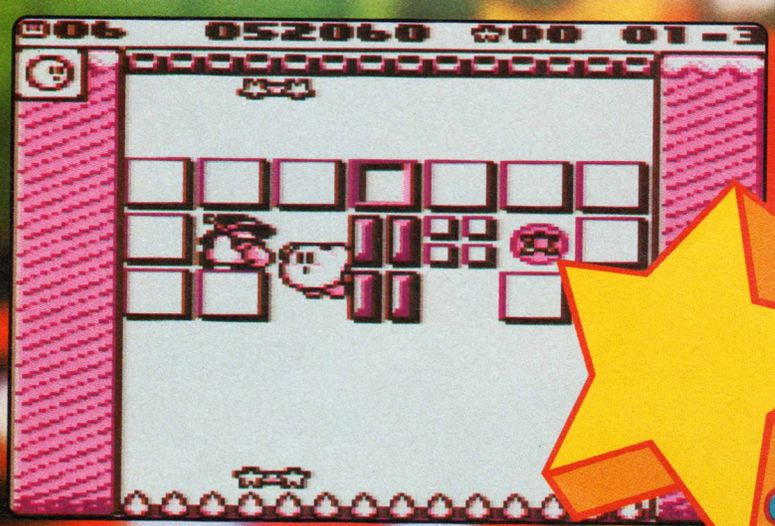
GAME DATA

- GAME: FRONT MISSION: GUN HAZARD
- BY: SQUARESOFT
- RELEASE: TBA
- SYSTEM: SUPER NES
- PLAYERS: 1
- CART SIZE: 24 MEG

PREVIEW GAME BOY

Yes, he's back! Everybody loves Kirby, the fat pink chap who, when not sucking up baddies and restoring peace to his beleaguered isles, bounces around a pinball table. But it seems that those antics haven't satisfied his head-banging needs, so now he's allowed himself to star in a game where he does nothing but smash bricks all day! What a nutter!

Kirby doesn't look like your typical gaming superhero, but that still hasn't stopped gamers all over the world going totally bananas over him. I mean, at least Mario looks the part and is usually rescuing some distressed princess who happens to have been kidnapped again. But Kirby? Let's face it, he's just a fat pink blob that eats everything in sight. My best mate's girlfriend's exactly the same but she doesn't star in her own series of video games. Regardless of everything, Kirby's unique appearance has made him one of the most lovable Nintendo characters to date and his appeal shows no sign of slowing – as is proved by this latest outing, a bizarre BreakOut clone in which Kirby plays the role of a ball!



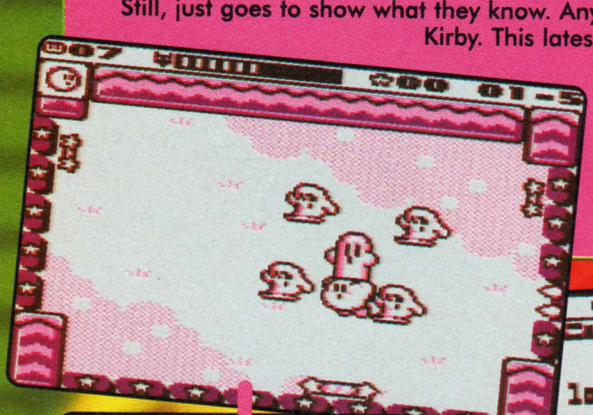
KIRB BLOCK

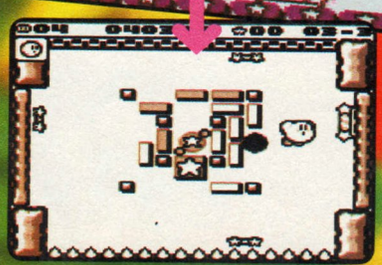
HE'S PINK! HE'S YOU CAN WHACK H KIRBY!! KIRB

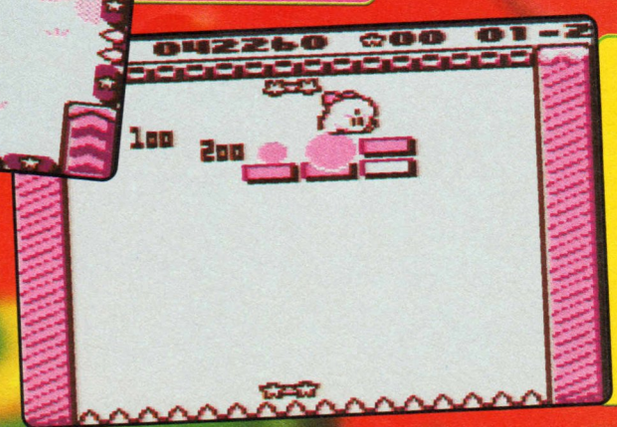
HE'S FAT, HE'S ROUND!

Kirby is huge – and I don't just mean in terms of size. In Japan they go absolutely nuts over him, and he's appeared on all three Nintendo video game systems in a variety of different games. Strange that a less knowledgeable rival mag only rated him Number 23 in their Top 50 Nintendo game characters of all time, behind the legendary likes of Bart Simpson and Asterix!

Still, just goes to show what they know. Anyway, back to Kirby. This latest release is very similar to that coin-op classic BreakOut. But as you're about to find out, that's where the similarities ends...







HE'S TOTALLY BRICKED HIMSELF

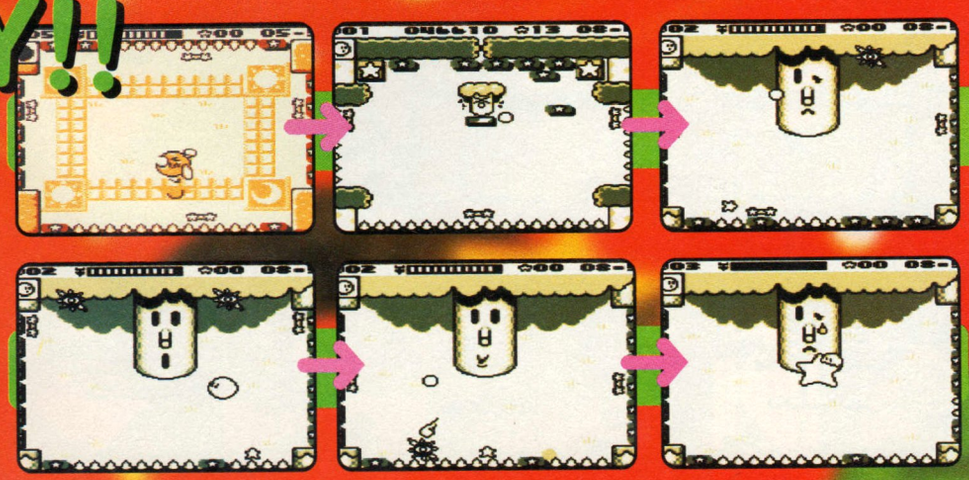
The object of Blockball is to bounce Kirby off your bat so that he hits the blocks and makes them disappear. The standard block is white and only needs to be hit once. However, there are several differently coloured blocks which take multiple hits before they're wiped out, and other blocks can only be removed when Kirby is inflated. See? It's not quite as easy as it looks, is it? Also bouncing around are characters from Kirby's previous adventures which, when hit, change into bonus items.

DO YOUR LEVEL BEST!

Kirby's Blockball is made up of 10 levels, each containing four stages. The first two stages in each level are quite straight-forward, with Kirby needing only to remove every block on-screen to finish the stage. However, things get a little more complex in the third stage, which features a mini-boss that, when hit several times, changes into a star, giving you the chance to grab an early exit to the next level. The fourth and final stage is the inevitable big battle against a real boss!

BY'S
KBALL

FAT!
IM WITH A BAT!
Y!!



ABSOLUTELY TREE-MENDOUS

It doesn't seem to matter what type of game you play these days, there always seems to be some sort of big bad boss to welcome you at the end of every stage. And guess what? Kirby's Blockball is no exception! Once again various bosses from previous Kirby games make an appearance, all of whom try to hinder Kirby in some shape or form whether it be by throwing something at the bat and making it shrink or by hitting the walls and turning them into deadly spikes.

GAME DATA

- GAME: KIRBY'S BLOCKBALL
- BY: NINTENDO
- RELEASE: TBA
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1 PLAYER
- CART SIZE: 4 MEG

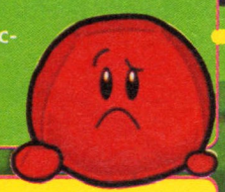
PREVIEW GAME BOY

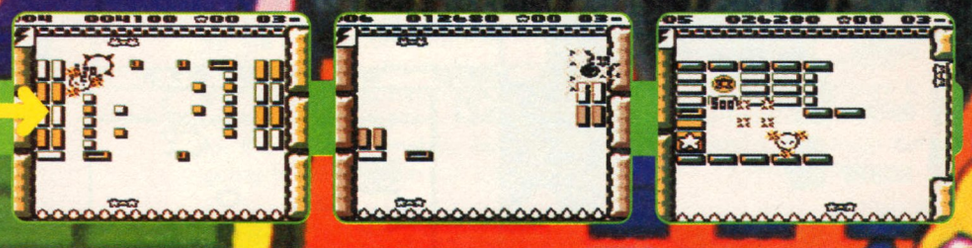
POWER-UP'S A-PLENTY!

Kirby starts the game with a special inflating attack that he keeps throughout the game. This not only allows Kirby to knock out blocks that refuse to budge normally, but it also speeds up the game and alters the angle at which he bounces off the walls. Another nice bonus is that if he happens to touch some spikes, he simply deflates instead of dying. As Kirby progresses through the levels he can earn other power attacks...

LIGHTNING

This is the first attack power Kirby receives and is used to break through the walls. All these new bonus attacks are activated by pressing the B button. Rather than hitting a block and bouncing straight off it, Kirby can now fly through the blocks, removing them as he goes.



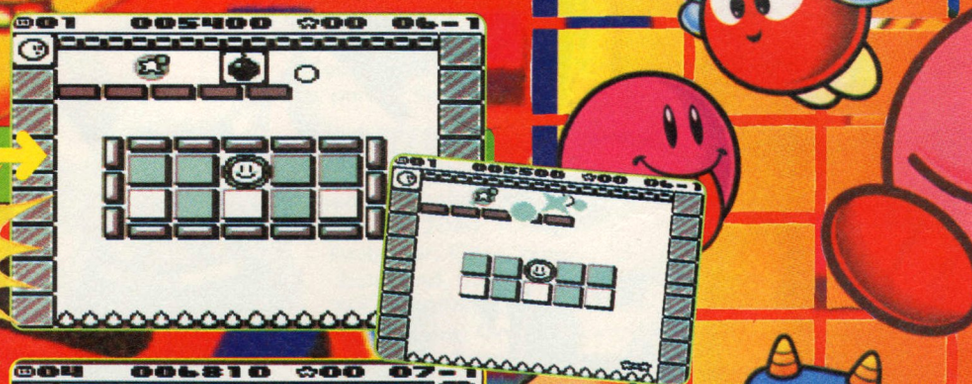


STONE

Players need quick reactions when using this attack, although it's probably the best one he has. The Stone Attack makes Kirby stop dead and literally fall to the ground, destroying anything he touches. It's always best to make sure Kirby's at the top of the screen before using it.

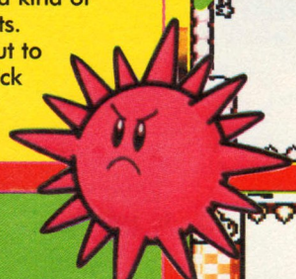
BOMB

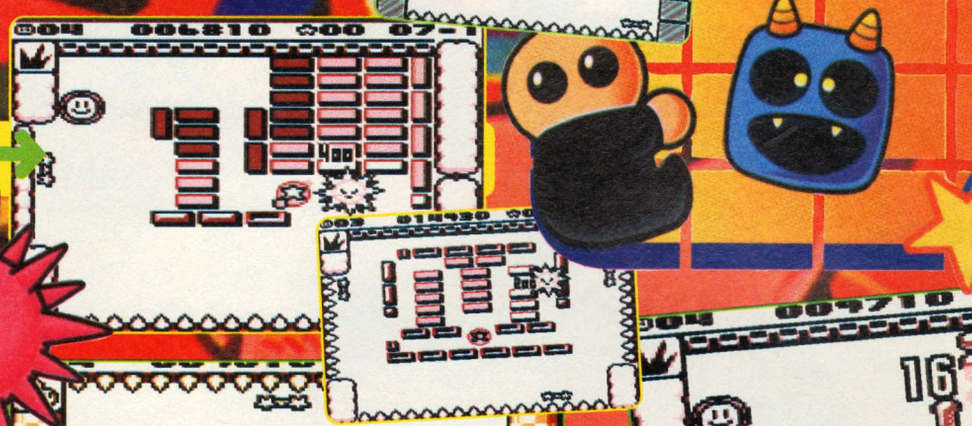
The bomb is slightly different to the other attacks because it can only be used once, whereas the other powers continue until Kirby loses a life. Simply hit the black creature a couple of times to turn it into a bomb, then hit it again to make all the walls disappear!



NEEDLE

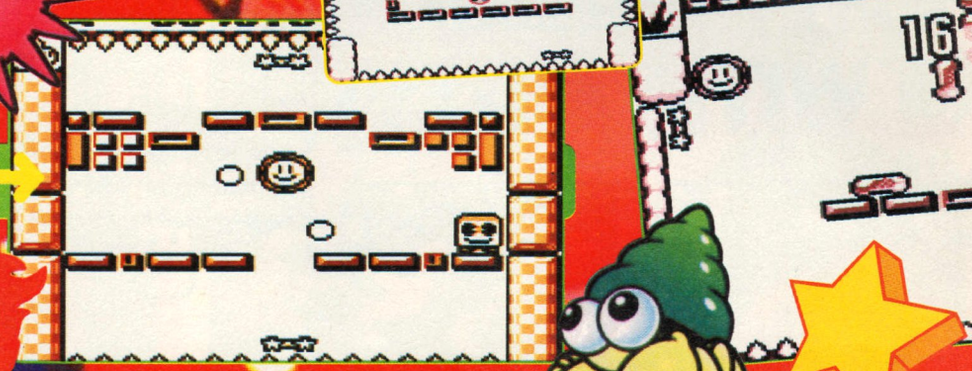
The needle gives Kirby a slightly longer reach so that he can destroy groups of blocks quicker. Every time the B button is pressed, Kirby stops and turns into a kind of hedgehog, spiking everything he hits. Also, by activating it as Kirby's about to touch the bat you can make him stick to it, letting you pick the direction he bounces off in.





SPLIT

If you're struggling with just one Kirby then be on yer toes when you hit the Split symbol, as this will make Kirby form a clone and you'll have to deal with two Kirbys on-screen at once! If one of Kirbys touches the spikes you lose it, but you still keep the other one.



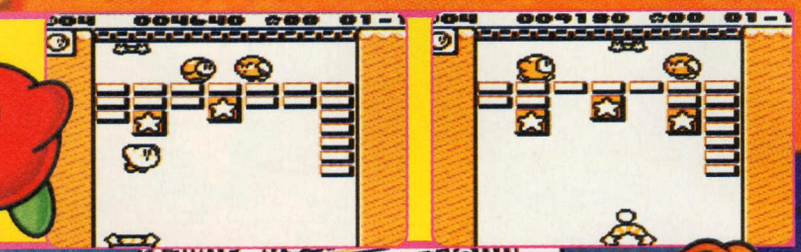
FIREBALL

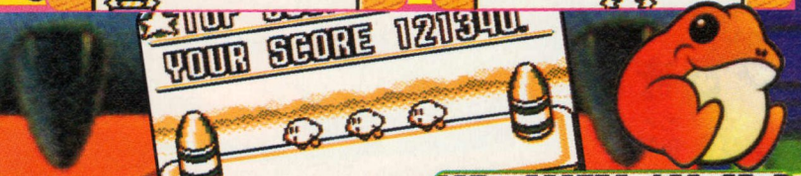
Very similar in many ways to the Lightning Attack, however this time nothing stops Kirby as he picks up speed and hurtles through everything in his path, leaving burning blocks in his wake! As you can see, this is one of Kirby's most effective and devastating attacks.

GAME BOY PREVIEW

CATCH A FALLING STAR!

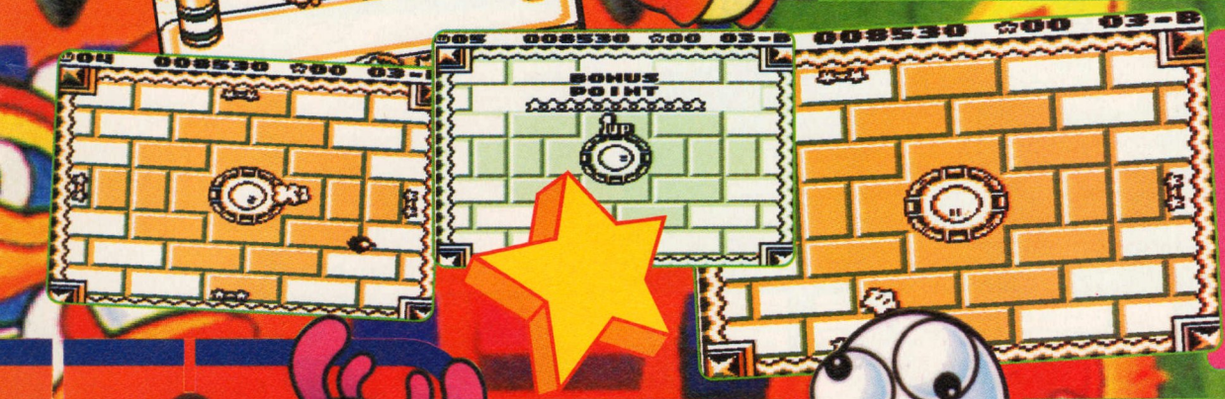
Kirby games just wouldn't be the same without an array of bonus games to play, and luckily for all you guys and gals out there in Nintendo land Blockball offers four to choose from. To reach the bonus games, the player must look for a star that appears on the screen and bounce Kirby into it. Anyway, let's take a look at 'em...





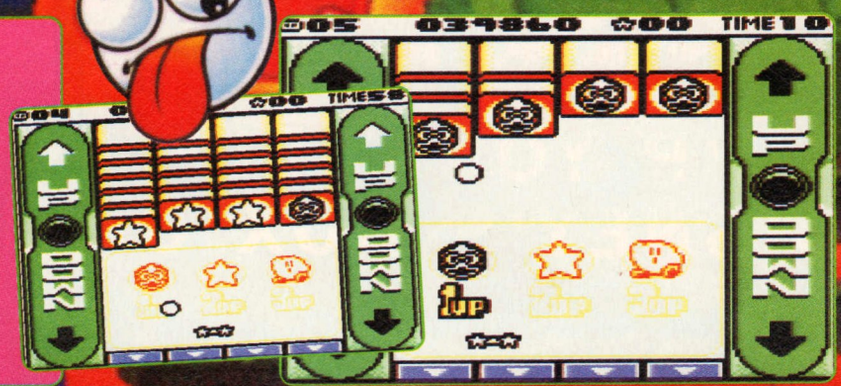
STAR CATCHER

You'd better have your trendy trainers on for this game! The object is to catch as many stars as possible on your bat, making sure you don't touch any bombs as just one hit finishes the game. An extra life is rewarded for every ten stars collected.



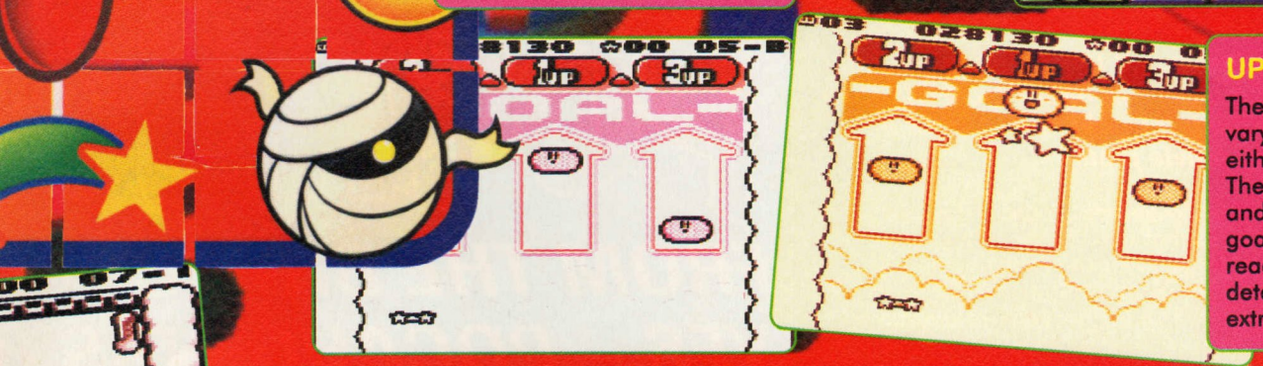
UP DOWN

This game is similar to a fruit machine, only Kirby stops the reels. There are four rows of pictures that change every time they're hit. The player has to bounce Kirby around until all four pics are the same. Again the bonus available depends on the picture.



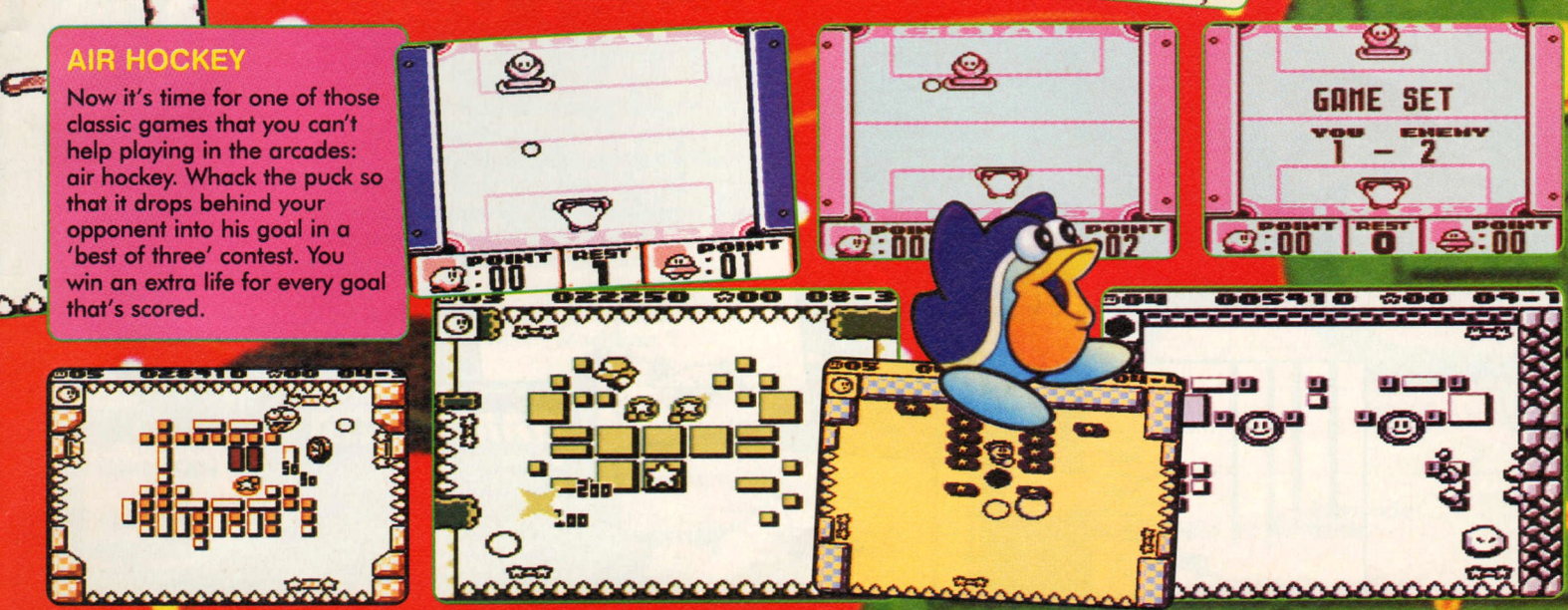
UP CLOUD

There are three clouds at varying height, each bearing either one, two or three lives. The idea is to hit the clouds and force them up to the goal line. The cloud that reaches the goal line first determines the amount of extra lives the player earns.



AIR HOCKEY

Now it's time for one of those classic games that you can't help playing in the arcades: air hockey. Whack the puck so that it drops behind your opponent into his goal in a 'best of three' contest. You win an extra life for every goal that's scored.



PREVIEW GAME BOY

With the movie Toy Story set to break box office records across the world, it's no surprise to learn that a Game Boy tie-in is in development. Last month we looked at the Super NES version, which boasted some of the best 16-bit graphics ever seen, but surely they can't produce the same level of quality on the good ol' Game Boy? You bet your life they can!

Well, it's not every day that a game's plot centres around a power struggle in a toy cupboard, but that's what Toy Story's all about. The star of Toy Story is a cowboy Woody, six-year-old Andy's favourite toy and 'leader' of the other toys. All is going fine until Andy's birthday when he receives a new toy – Buzz Lightyear, a space ranger action figure with a laser gun (well, it's a flashing LED really, but the rest of the toys are convinced). In a moment Woody is demoted to Number 2 in Andy's affections and, quite frankly, he's not happy at all. Woody plots to get rid of Buzz as soon as possible, but unfortunately things don't quite go according to plan...

ANYONE FOR INSTANT WHIP?

Woody comes armed with a whip, which is mainly used to stop the other toys in their tracks as they scurry around. Of course, this being Disney there are no gruesome deaths; instead Woody ties his foes up for a short period of time, giving him the opportunity to nip past. The whip also comes in handy to help Woody swing from hanging objects, allowing him to reach out-of-reach ledges. A cowboy without a gun? It's like Luke without his lightsabre, Kirk without his phaser, Buck without... well, you get the idea.

WHIP YOURSELF INTO A FRENZY!!
DISNEY'S BOX OFFICE SMASH HITS

I don't know. One minute you're living in an unspoilt wilderness in harmony with Mother Nature , when all of a sudden a boat-load of Brits appear who immediately start causing chaos. To be honest this lot sound more like a bunch of football supporters on an away trip than an army of settlers seaching for gold, but at least it makes for an interesting movie plot!

Basically Pocahontas is about the clash of cultures that occurs when a hippy-ish tribe of Native Americans encounters a greedy, gold-loving band of English settlers. This lot just don't see eye to eye on anything, but things get really complicated when Pocahontas, a young woman from the Indian tribe, falls in love with one of the Englishmen, an explorer by the name of John Smith (sorry, but any beer jokes are strictly forbidden). Ooh, it'll all end in tears, I warn you...

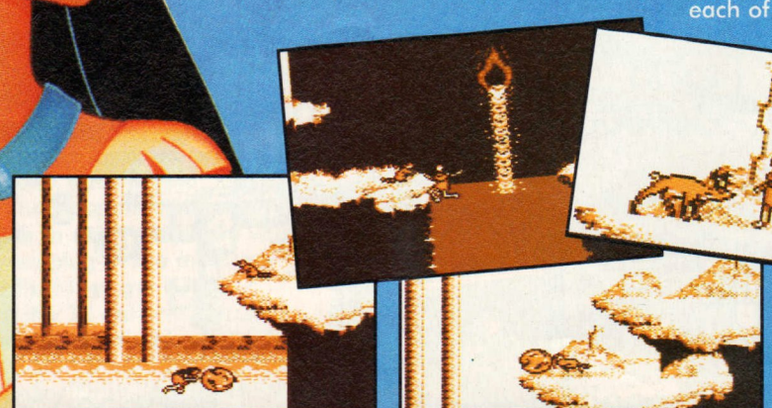
POCAHO

FROM THE BIG SCREE

YES – POCAHONTAS H

WALK ON THE WILD SIDE!

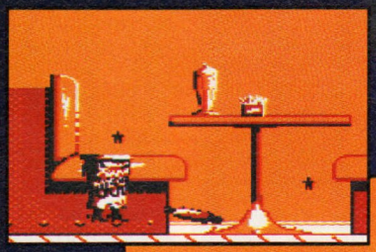
Pocahontas is more like a puzzle game than a straight platformer. Pocahontas and her raccoon pal, Meeko, each have different game skills and the idea is to use them together to solve the puzzles and problems they come across as they explore the game's 15 levels, each of which is based on a location from the film such as the Enchanted Glade, the Indian Village and the Settler's Fort. The pair also have to free any trapped animals they find – presumably before those horrible settlers come along and turn them into fur coats.

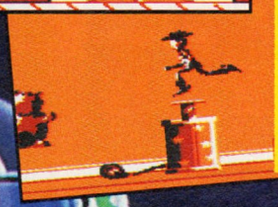


GAME DATA

- **GAME:** POCAHONTAS
- **BY:** DISNEY INTERACTIVE
- **RELEASE:** TBA
- **GAME TYPE:** ARCADE PUZZLE
- **PLAYERS:** 1 PLAYER
- **CART SIZE:** 4 MEG

GAME BOY PREVIEW





YOU'RE A SUPER STAR!

In Mario it's coins, in Donkey Kong it's bananas, and in Toy Story it's stars. I am, of course, talking about the goodies that the hero collects on his travels. There are 50 stars dotted around each level and there are various rewards for collecting them. If you manage to find 40 or more Woody gains an energy boost, but if by brawn or by spawn you pick up all 50 you receive an extra life. Even better, if you manage to collect a total of 300 coins you receive a Continue!

MISSION CONTROL!

While Toy Story may look like just a simplistic platformer, it's actually got a surprising amount of depth. On each platform level you're given a small task to complete before you can make your way to the level exit, such as clearing the building blocks obstructing Rex the dinosaur or herding the toys back into the toybox before Andy reaches the bedroom. Okay, so it's not going to give any Einsteins out there sleepless nights, but it makes the gameplay a little bit more interesting than normal.

GAME BOY!!

GAME DATA

- GAME: TOY STORY
- BY: DISNEY INTERACTIVE
- RELEASE: TBA
- GAME TYPE: PLATFORM
- PLAYERS: 1 PLAYER
- CART SIZE: 4 MEG

NTAS

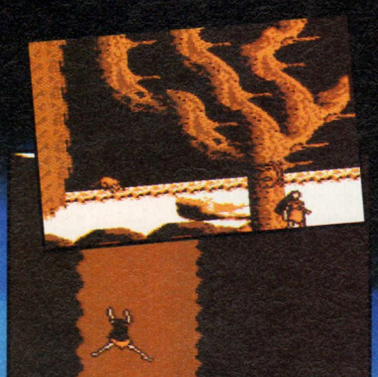
A SWITCH IN TIME!

Pocahontas and Meeko can be switched between by pressing the Select button, and often there are situations where the pair have to split up and rendezvous later on in the level. Meeko is able to jump onto Pocahontas's shoulders to reach higher platforms, although his biggest downfall is that he can't swim. Once Pocahontas has learnt how to swim herself she has to find floating logs to help her ferry her furry friend across the rivers.

N TO THE SMALL SCREEN!!
AS ARRIVED ON GAMEBOY!!

I HAVE THE POWER!

Pocahontas starts the game with no special abilities whatsoever, unless you class walking and jumping as abilities. Her main objective is to help her animal friends that have become wounded or trapped, and every time she does so she's rewarded with a new ability which enables her to proceed. For example, on the first level she has to free a trapped deer for which she learns how to run. Before you know it she's learnt how to swim, dive and climb trees. What a clever little girl she is, eh?



FUMBLE IN THE JUNGLE!

Although Pocahontas spends most of the early levels of the game just walking through the forest and saving animals, things begin to hot up when she meets John Smith and falls in love. Unfortunately he's taken prisoner by Kocoum (an Indian warrior who has his heart set on marrying Pocahontas) and is sentenced to death, whereupon Governor Ratcliffe, leader of the English settlers, orders his troops to retaliate immediately. Now it's up to Pocahontas to save her beloved John Smith and to restore peace between the two warring factions.

All artwork © The Walt Disney Company

IN PROGRESS SUPER NINTENDO ENTERTAINMENT SYSTEM

Well-well, here's yet another attempt to simulate America's favourite family day-out on the Super NES. But gawd blimey, what makes it so special that it warrants a two-page feature in a British Nintendo mag, especially as it's unlikely to even get a UK release? One simple thing: it's being coded by Rare, Britain's – maybe even the World's – foremost Nintendo developers!

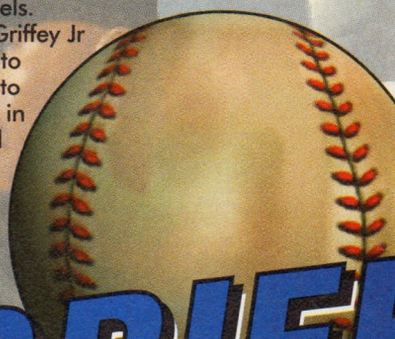
Yes, you read it right – the all-British team behind Donkey Kong Country and its amazing sequel are currently working on an in-depth sim of the most American sport of them all, baseball. Imagine you heard that a bunch of Californian coders were writing a soccer game or that Shigeru Miyamoto was developing a cricket title, and you'll begin to appreciate how bizarre the notion is. Apparently the idea originated with the top bods at Nintendo Of America who, naturally somewhat chuffed with Rare's global Kong-quest, asked the boys to create a sports sim based around their Ken Griffey Jr license. Stateside Mr Griffey Jr is a baseballing legend who currently holds the record as the highest-paid player in the American and National Leagues, so it was only proper that a development team of equal stature was put in charge of his game. Rare agreed and the rest, as they say, is history...

LOVE ME RENDER...

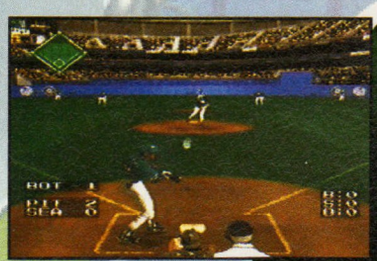
Since everyone raved about Rare's rendered graphics in the Donkey Kong games, it's no surprise to see them used to great effect in this baseball sim. Absolutely everything, from the spinning logos on the stats screen of every team in the National and American Leagues to the individual batters, pitchers and fielders, has been painstakingly modelled in detailed 3D, rendered on Silicon Graphics workstations and then scaled down onto the Super NES. And the results? Well, you can judge those for yourselves. However, in our opinion this is the best-looking sports game we've ever seen!

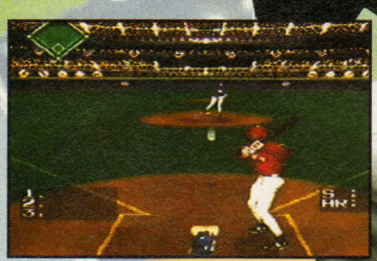
RARE'S GOT THE WORLD IN MOTION!

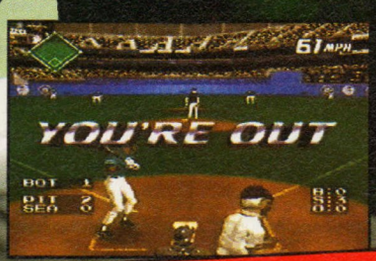
What you can't tell from these screenshots is the stunning smoothness and superb realism of the players' animation. To achieve this Rare employed a special technique called 'motion capture': using a set of special sensors placed on a person's body, Rare's artists can effectively record someone's movement on computer; this data can then be used to animate 3D models. Unfortunately Ken Griffey Jr himself wasn't able to pop over to the UK to be motion captured in person, so Rare had to copy all his unique movements from a collection of videos showing the lad in action.



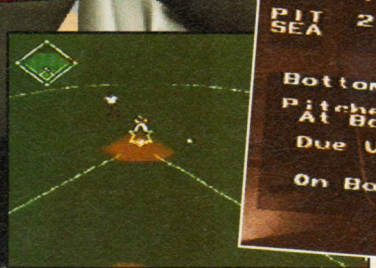
KEN GRIFF

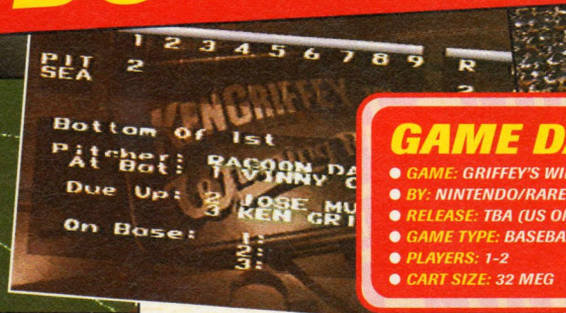






CAN RARE DO FOR BASEBALL



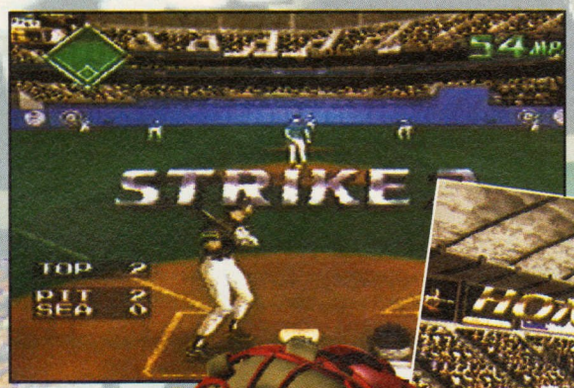


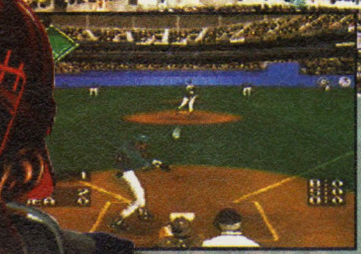
GAME DATA

- GAME: GRIFFEY'S WINNING RUN
- BY: NINTENDO/RARE
- RELEASE: TBA (US ONLY)
- GAME TYPE: BASEBALL SIM
- PLAYERS: 1-2
- CART SIZE: 32 MEG

YOU'VE GONE BATTY!

The player batting controls his swing with a combination of the B button and the D-pad, with the position of the latter influencing the left/right curve put on the ball and whether the player strikes a fly-ball or a ground ball. Pro-level batting is all a matter of correct timing, of knowing precisely when to swing the bat to connect perfectly with the incoming ball. It's not as easy as it looks, but luckily for novices there are some useful practice options which'll soon teach you how to hit home run after home run.

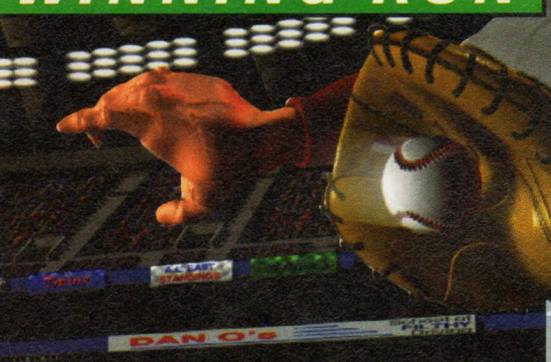


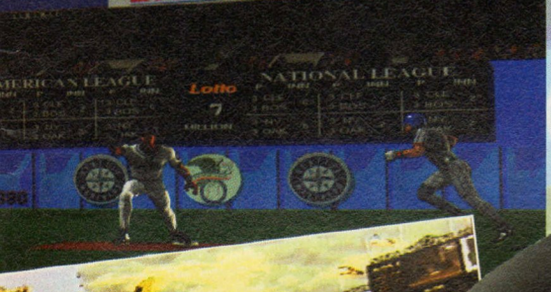


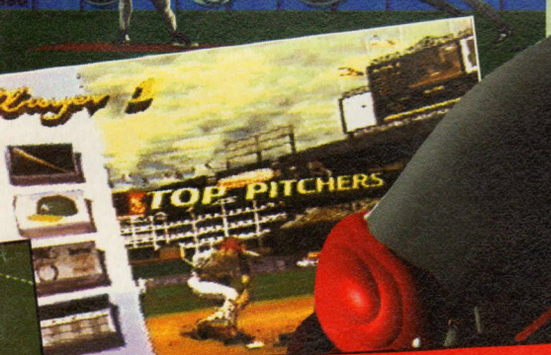
LIFE'S A PITCH...

The player pitching controls how he throws the ball in a similar way to how the batter controls his swing. By moving the D-pad you can opt to throw a fast ball, a change-up ball (a ball that starts off slow but gets faster), a curve ball or a speciality (a sort of 'special move' which varies depending on the pitcher). The player pitching also controls the fielders, although the computer will help you out on long balls by guiding the nearest fielder to intercept.

KEN GRIFFEY JR'S WINNING RUN

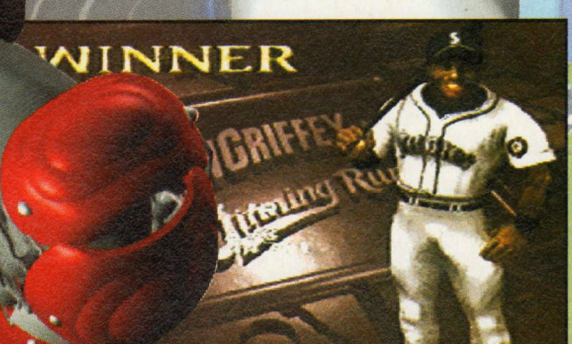






IT'S ALL IN THE WRIST ACTION...

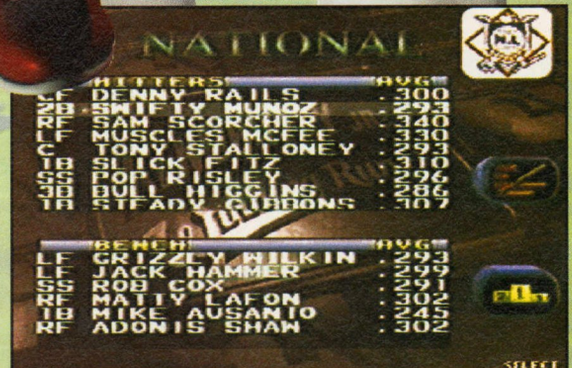
Rare found that the main problem with previous baseball offerings was simple: they got dull after extended play. Once you knew how to strike with precision timing and had learnt how to pitch the perfect ball, there was no challenge any more, even in a two-player game. Rare has got around this problem by introducing a number of gameplay subtleties that only become apparent after repeated play, so that even highly-experienced players will find the game a constant challenge. What are they? Hey, why not go and find out for yourself...



WHAT IT DID FOR MONKEYS?!

NATIONAL? SCHMATIONAL!

Ken Griffey Jr's Winning Run features all the teams from the National and American Baseball Leagues and allows you to pitch them against each other (no pun intended) in a wide number of challenges and tournaments in which up to eight human-controlled teams can compete (although only two people can actually play a game at once, obviously). There's a mass of info associated with each team, including stats and figures that dictate each players' performance, which is constantly updated as the game progresses. However, due to legal reasons, the players' names aren't the same as their real-life counterparts and their stats aren't *exactly* the same either, although they're very close. Indeed, Rare has run each team's data through a simulator, which showed that they actually perform almost identically to their real namesakes! Ooh they're clever, that lot up at Rare!

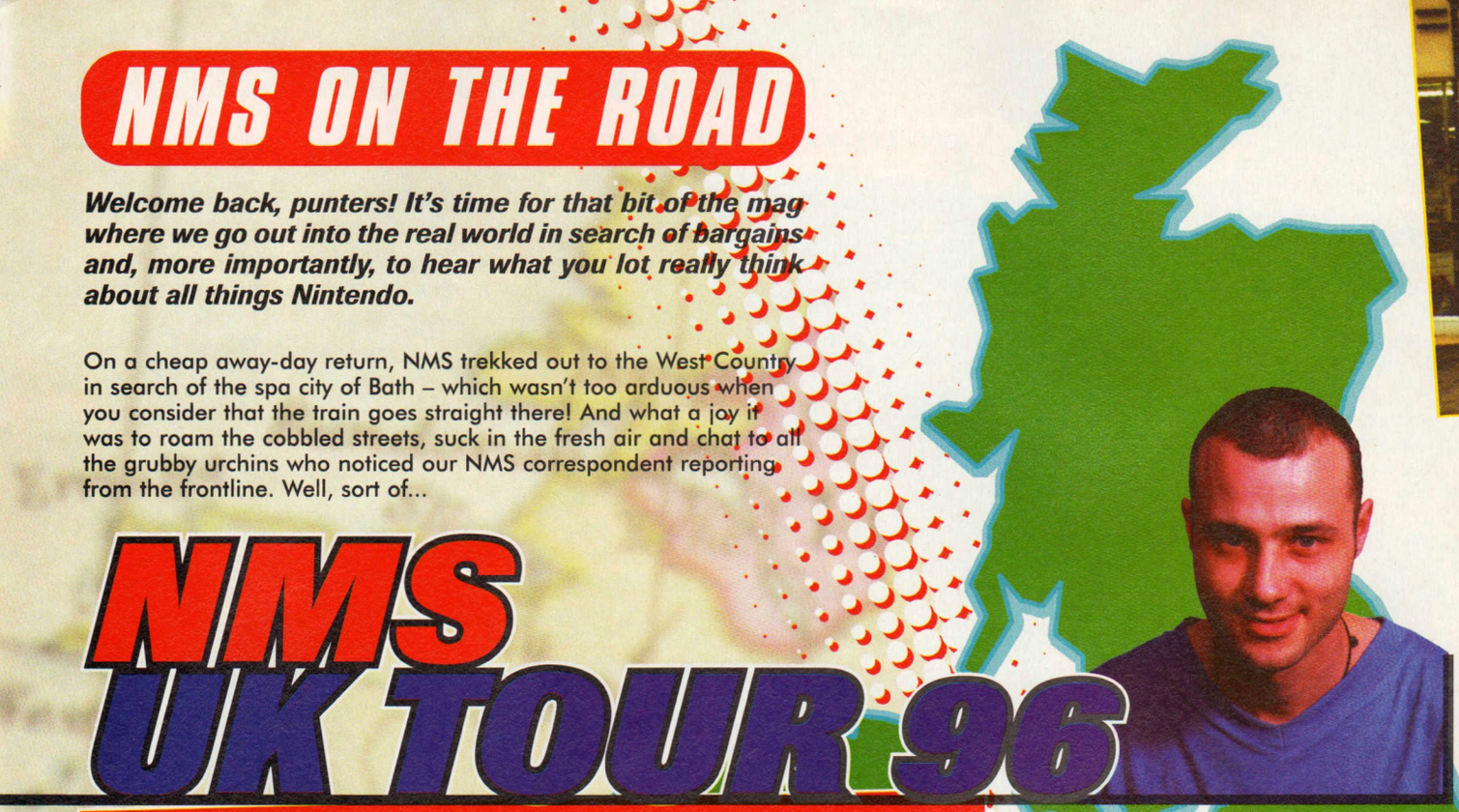


NMS ON THE ROAD

Welcome back, punters! It's time for that bit of the mag where we go out into the real world in search of bargains and, more importantly, to hear what you lot really think about all things Nintendo.

On a cheap away-day return, NMS trekked out to the West Country in search of the spa city of Bath – which wasn't too arduous when you consider that the train goes straight there! And what a joy it was to roam the cobbled streets, suck in the fresh air and chat to all the grubby urchins who noticed our NMS correspondent reporting from the frontline. Well, sort of...

NMS UK TOUR 96



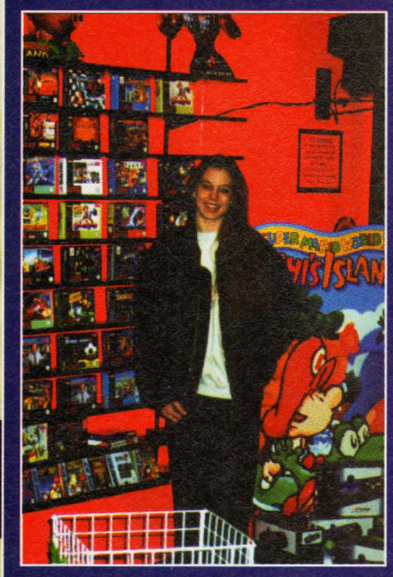
MUG SHOT!

So, you fancy getting your ugly mug into the pages of the world's best mag for all things Nintendo? Easy-peasy! All you gotta do is spot Simon on the allotted day and you could end up the envy of all your mates when you get some free goodies courtesy of THE Games and then turn up on the shelves of every newsy in Britain.

GAMES EXCHANGE

14 THE PODIUM, NORTHGATE STREET

Bath's remaining independent games store is managed by 20 year old Michelle 'Chukki' Lee. Chukki's a devoted clubber who says that "Games Exchange's best customers are all Super NES owners who take advantage of the store's part-exchange policy." Mind you, with bargains like Starwing for under £15, who needs to any exchanges?

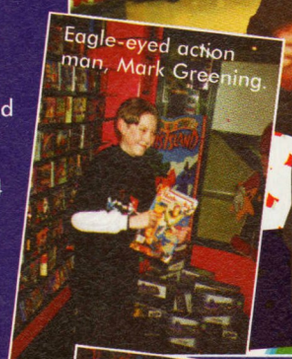


MARK GREENING

While chatting to Michelle our Simon was spotted by 13 year old Mark Greening who'd travelled all the way from Gloucester. Mark's eagle-eyes were rewarded with badges, tattoos and a dead smart Killer Instinct T-shirt. He can't wait for the launch of the Nintendo 64 and confidently informed Simon that "the N64 is going to be the best thing ever, miles better than the Playstation or Saturn with much smarter graphics and loads more power! And I like the look of Mario 64 because I really like platform games a lot."

AMY GREENING

Next up was Mark's younger sister, Amy, who'd accompanied him on his pilgrimage to Bath. Eleven year old Amy admitted to being totally addicted to Donkey Kong Country 2 and Yoshi's Island, but said "I haven't got my own machine, so I have to sneak onto my brother's – if he catches me I'm in trouble!" But she reckons it's worth the risk as next on her shopping list is Rare's first foray into the undergrowth, Donkey Kong Country. And even though she says she hates fighting games, we reckon she looks dead cool in her KI T-shirt.



Eagle-eyed action man, Mark Greening.

Jonathan Carthew is a true journey-man, having travelled over 100 miles!

Sister act – Amy Greening pretends she's never been near a Super NES!

Baby Mario o
baby Jasmine
We think Ste
Sorisi-Thom
knows.

BATH

JONATHAN CARTHEW

The award for longest journey must go to Jonathan Carthew who – along with his patient parents – travelled over 100 miles to Bath from Staines! Nine year old Jonathan was well chuffed with his goodies and had this revelation for NMS about his least fave Super NES title "I bought a game called Rabbit Rampage because it looked quite good – but it wasn't! So now I'm going to get Theme Park as I like being able to build stuff and live in my own little world." Sounds a bit like our Simon, readers!

NMS ON THE ROAD

ELECTRONICS BOUTIQUE
12 SOUTHGATE, BATH

Bath's other major contender in the games forum is Electronics Boutique. Assistant manager Barrie Kulik described his Nintendo customers as "die-hard gamers who love Nintendo and who can't wait for the N64." While Barry's a bit of a sad PC pundit, he admitted that "the N64 will be a top performer." All we can say Barry is: don't repress your feelings, dump the PC and see the light!

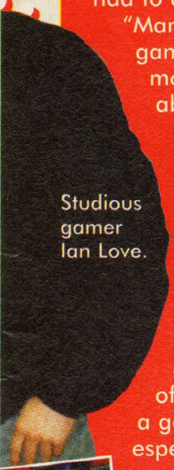
Get Karter! Or anyone who reckons they can beat Darren White's time at Super Mario Kart!

DARREN WHITE

EB's sales assistant Darren White is one games nut who won't need converting because he's strictly Nintendo. A big fan of Super Mario Kart, he can't wait for the N64 saying "Super Mario Kart R's going to be the big one for me... and Shadows Of The Empire will be awesome 'cos I'm just a bit of a big Star Wars fan."

IAN LOVE

We copped 18 year old university student, Ian Love, buying Hebereke's Popoon and feeling rather chuffed with himself for doing so. Ian owns a wide range of top Super NES titles so we had to quiz him about Mario's new 64-bit antics, "Mario 64 looks like it could be the best game of all time. And for the kind of money wer'e talking about it's an absolute surefire winner"



Studious gamer Ian Love.

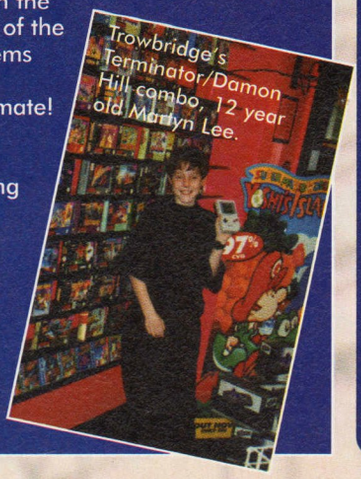
NICK ASPRAS AND EMMA

Nick and Emma were out trying to find something to play that evening. Student Nick quipped "I've played most popular Nintendo stuff 'cos I love a good game. And you can't beat a bit of Mario, so I'm desperate to get a good old play on the N64 and especially Mario 64!" Emma gave us a nod and that knowing smile...

A nice pair, out for a game or two...

STEVE SORISI-THOMAS & JASMINE

Steve Sorisi-Thomas was out shopping with his daughter, Jasmine, desperately searching for Mega CD product, when his inquisitive nature led him to confront our man on the street. Steve admitted that "the Mega CD's just a stand-in until something better comes along. I've looked at the price of the Playstation and the Saturn and I think I'm getting better quality with the N64. It's not just the quality of the graphics, everything just seems more well designed and thought-out." Wise words, mate!



Trowbridge's Terminator/Damon Hill combo, 12 year old Martyn Lee.

MARTYN LEE

We collared Martyn as he was playing one of his favourite GameBoy titles, Marioland. He's another gamer eagerly awaiting the arrival of the N64 and, being a big Street Fighter fanatic, he can't wait for 64-bit graphics. "It looks ace and I can't wait, 'cos I like a bit of racin' and I like a bit of fightin'!" Watch out for this boy Keanu Reeves!

WHAT'S HOT IN YOUR SHOP!

Hold on to your joypads gamelets, 'cos if you're in search of gaming paradise here's our own list of carts to improve your karma and general well-being.

KILLER INSTINCT
NMS rated 97%

GAMEBOY ● NINTENDO

Possibly the best beat-'em-up title to spar its way onto Nintendo's handheld machine. Brimming with action and playability, and a must for fighting fans.

DIDDY'S KONG QUEST
NMS rated 97%

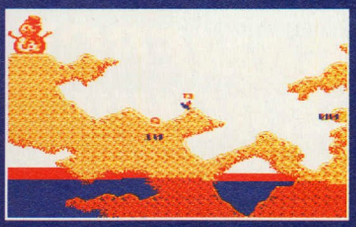
SUPER NES ● NINTENDO

One of the finest platform titles on any format, let alone the Super NES. Sometimes we wonder if 97% was quite enough!

WORMS
NMS rated 91%

GAMEBOY ● OCEAN

Its blend of strategy, action and fun coupled with the capacity to entertain up to eight people in one foul swoop makes Worms an essential purchase for any GameBoy owner.



YOSHI'S ISLAND
NMS rated 97%

SUPER NES ● NINTENDO

Unmissable fun in the world of the Yoshis as baby Mario gets transported through this chaotic and psychedelic platform romp.

NEXT STOP: LONDON & MANCHESTER!

Attention games gurus of London! Keep 'em peeled in the games shops of **Oxford Street** on **Wednesday afternoon, March 27th**, because our Simon will be there, giving away free advice on how to cope with life until the N64 arrives. Then, on **Friday afternoon, April 13th,** he'll be in **Manchester city centre**. And he'll have some goodies for those that wave an issue of your fave Nintendo mag at him!

NINTENDO ANNOUNCE MORE N64 DELAYS!!

Just seconds before our deadline, Nintendo Of Japan officially announced a new Japanese launch date for the delay-plagued Nintendo 64 – it's now Sunday, June 23rd. Nintendo claimed that CPU chip shortages were the major factor in the delay, as they won't be able to meet gamer's demands of 500,000 machines at launch. The Super Mario 64 design team, lead by Shigeru Miyamoto, also wanted extra time to tweak their game.

Nintendo also announced that demo machines will be displayed in stores from June 1st, and that the three games available at launch will be Super Mario 64, Pilotwings 64 and Seiko Habu Shogi, a port of a chess game (hoorah!) very popular in Japan. Nintendo still intend to release the system for 25,000 Yen ($250) and sell games for 9,800 Yen ($98).

No mention was made of any further US delays, or of a formal UK launch date. However, you know that as always, we'll keep you posted.

NEW 32-BIT GAMEBOY RUMOURS GROW!!

Rumours are emanating from Japan that Nintendo is about to announce the development of a new handheld machine. Having learnt some hard lessons from the failure of the Virtual Boy, it seems that this new machine will be a truly portable Game Boy-style handheld, complete with a colour display and a 32-bit RISC CPU. It's also alleged to possess a graphic co-processor for simple scaling and rotation effects, as well as a simple 3D polygon engine. It's alleged that key game developers will be receiving their development kits within the next month. It's speculated that the machine will be launched either towards the end of the year, or in early 1997, with a price tag of around $100-150. More news next month – but until then, remember where you read about it first!

(RIGHT) This is Chris the designer's idea of what the new GameBoy will look like. Ha – the fool!

NEXT MONTH!

TOP SECRET!!

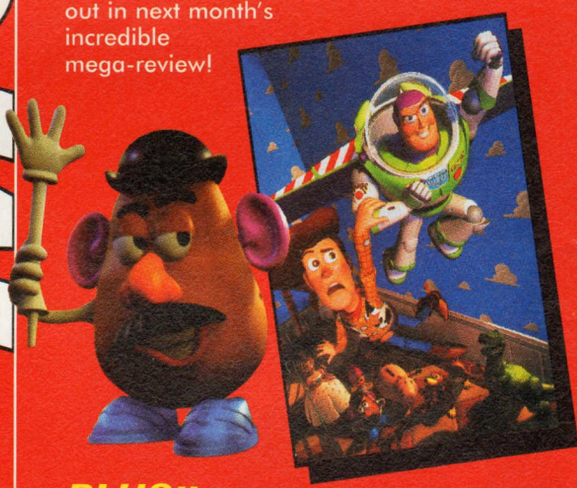
You know how we snuck up on you with our amazing preview of LucasArts' Shadows Of The Empire? Well, we're not promising anything, but it's quite possible we'll have something equally awesome for you in the next issue. Fingers crossed, eh?

STAR KIRBY: SUPER DELUXE!!

This issue you've seen what Kirby's latest block-bustin' adventure is like on GameBoy, but how has he fared in his imminent platforming debut on Super NES? All, of course, will be revealed in our in-depth preview in next month's NMS!

TOY STORY!!

It's got rendered graphics you could die for, but does it come up to scratch in the all-important gameplay department? Find out in next month's incredible mega-review!



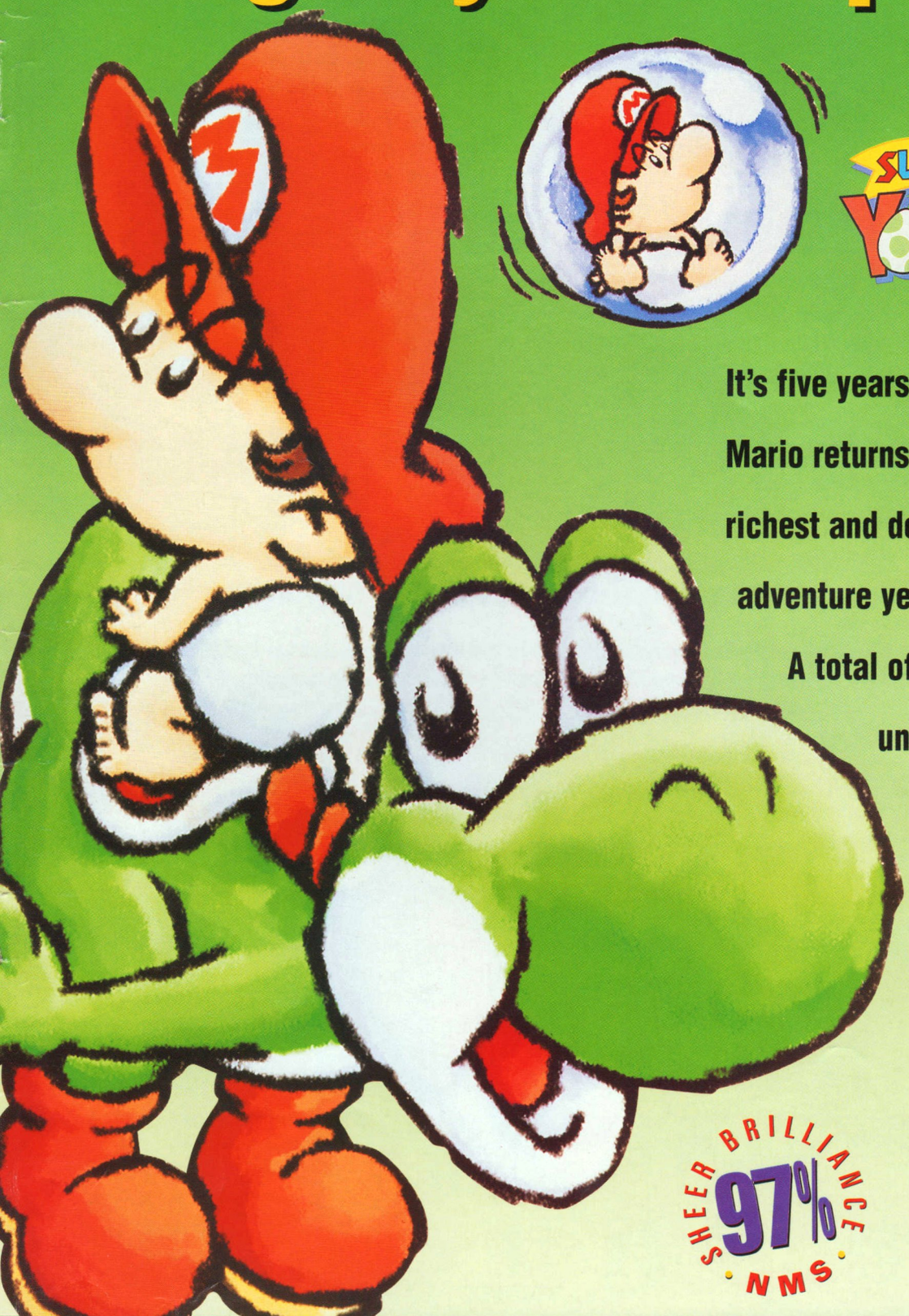
PLUS!!

Loads of other good stuff to get your teeth into, including reviews of Megaman X3 and Kirby Blockball, previews of Squaresoft's Bahamut Lagoon and – we promise it'll happen this time! – Worms on Super NES, player's guides to Secret Of Evermore and (because you demanded it) WWF Wrestlemania, and tons more!!

Nintendo® MAGAZINE SYSTEM

ISSUE 44 ON-SALE APRIL 24TH!! HASSLE YOUR NEWSAGENT AND RESERVE A COPY NOW!!

He's the reason you bought your Super NES.



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YOSHI'S ISLAND™

It's five years since the original, and Mario returns in his richest and deepest adventure yet.

A total of 6 worlds with 60 stages of unique Morphmation action delivering awesome special effects.

SHEER BRILLIANCE 97% NMS

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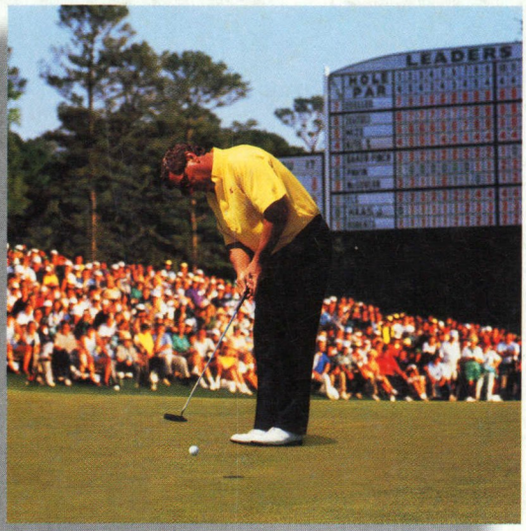
ONLY ON NINTENDO

PGA TOUR 96



READY TO MEET THE PROS?

"The definitive golfing sim for the Super NES and one that supersedes all previous PGA encounters." NMS 87%

Experience the PGA TOUR® with its awesome new state-of-the-art graphics, 144 gruelling greens, miles of fearsome fairways and brutal bunkers as you compete against the finest of the world's pros!

Crammed into this enhanced 16 meg cart with SA1 chip are 8 TPC courses, 3 new tournaments and 7 different play modes for up to 4 players. Updated roster includes 10 featured PGA TOUR® pros, each with a signature digitised swing, 3-D contour grid, action replay and loads of stats!

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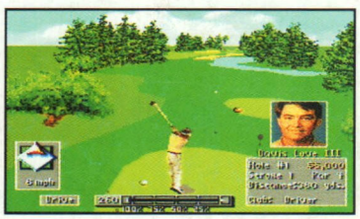
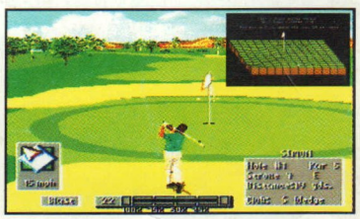
Black Pearl SOFTWARE

SUPER NINTENDO ENTERTAINMENT SYSTEM

EA SPORTS





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